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EXCLUSIVE REVIEW AND FAB POSTER

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TWO COMPLETE GAMES!

BOULDERDASH CONSTRUCTION KIT

SPY V SPY 2
Software Business

TWO AMAZING DEMOS!

DOUBLE DARE
Alternative Software

LEMMINGS
Psygnosis

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SMASH TV

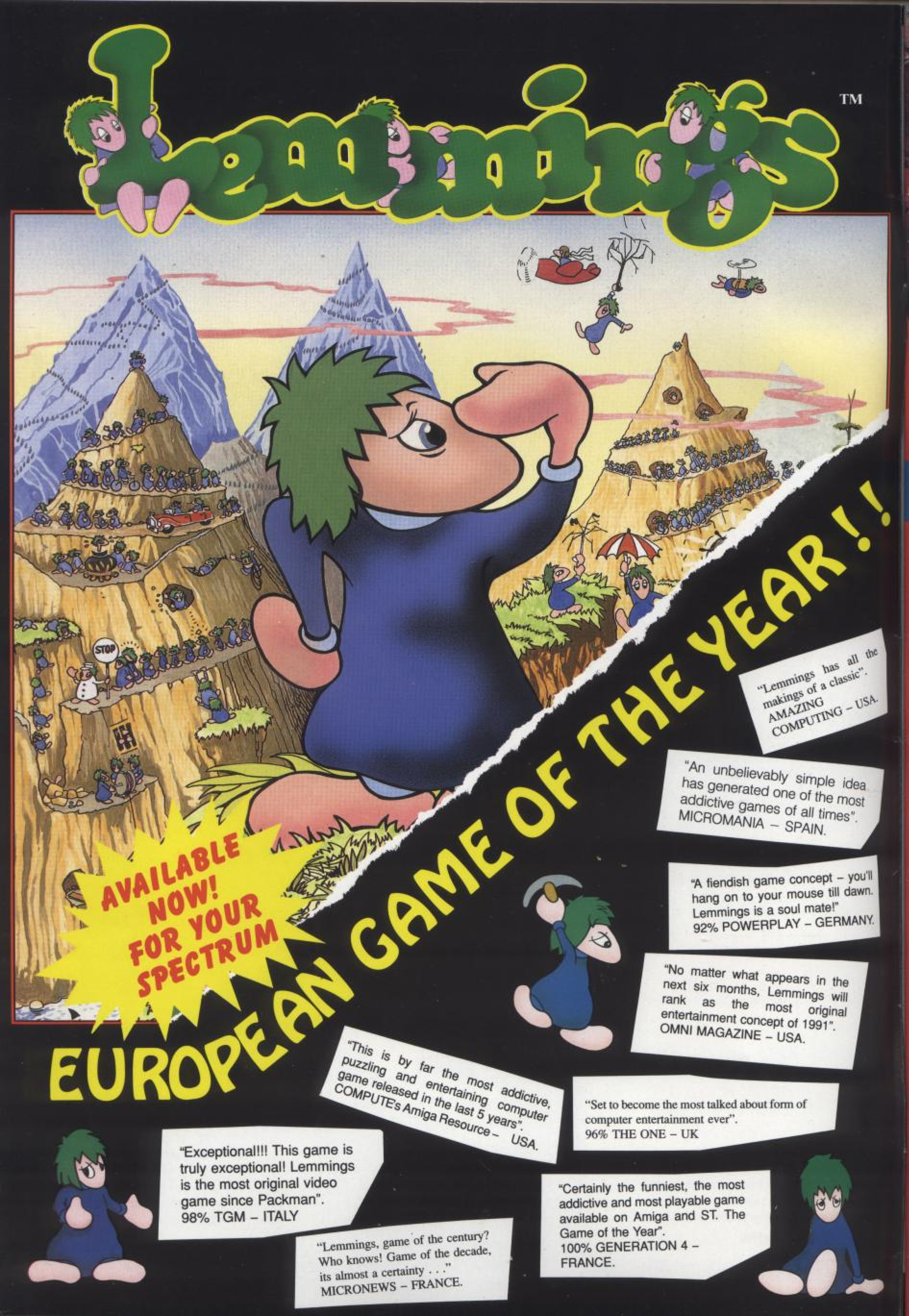
Futuristic game show action from Ocean

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INSIDE! FIRST PART OF A RAD 1992 CALENDAR POSTER TO COLLECT!

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Lemmings
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"Lemmings has all the makings of a classic". AMAZING COMPUTING – USA.
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"No matter what appears in the next six months, Lemmings will rank as the most original entertainment concept of 1991". OMNI MAGAZINE – USA.
"This is by far the most addictive, puzzling and entertaining computer game released in the last 5 years". COMPUTE's Amiga Resource – USA.
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"Exceptional!!! This game is truly exceptional! Lemmings is the most original video game since Packman". 98% TGM – ITALY
"Certainly the funniest, the most addictive and most playable game available on Amiga and ST. The Game of the Year". 100% GENERATION 4 – FRANCE.
"Lemmings, game of the century? Who knows! Game of the decade, its almost a certainty . . ." MICRONEWS – FRANCE.
STOP



THIS ISSUE... LEMMINGS

Suss out the Suicidal symptoms of the cutest critters around. Check out the exclusive review on PAGE 14!





Two terminating tin pots battle it out as Arnie turns good guy and strives to save the world. Have a butchers at our double-page review on PAGE 54.

Don't forget!
Your free mega-brill calender is in this raging issue! rip in out and stick in up now!

★ REGULARS ★

Chrimbo's trip to Games City...

Game Thrills...page 6

Make your tape deck a happy chappy! Stick in this month's super-dooper Powertape!

- **BOULDERDASH CONSTRUCTION KIT** full game from The Software Business!
- **SPY VS SPY II** full game from The Software Business!
- **LEMMINGS** playable demo!
- **DOUBLE DARE** playable demo!



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Candid CRASH

Crash for President!

● *Hello there, y'all! How's it hangin'? Well, as you might have noticed:*

CRASH IS BACK!!!

What better Christmas prezzie could you ask for than your all-time favourite Speccy mag making a grand comeback so you can catch up on all the gen this festive season? (Anyone who can think of a better prezzie will be shot, shortly after being boiled in oil!!!) It just shows you can't keep a good thing down (madam) — no matter what those other magazines might say.

Before I go on, I must thank our dear friends at Your Sinclair for their sincerity when they thought CRASH was gone for good. I mean, weren't they just dripping with it? (well, they're always dripping with something —Nicko). No, Nick, don't be nasty, after all, they paid us the biggest compliment in the world when Newsfield went down the swanny — they liked us so much they tried to... wait for it... Yes, they tried to buy us! More on that topic in Happenings.

Still, it's nice to know who your friends are, I suppose, and nice Gazza Sumpter at Sinclair User really did sound upset about it all, but perhaps that's because he remembers his days working on CRASH with fondness. Thanks Gazza.

Well, all that remains to be said now is HAPPY CHRISTMAS AND A STUPENDOUS NEW YEAR.

See y'all next month,

Ed

'ED-CASES!

What a mug! The new Ed is actually giving the CRASH clan a chance to say what they think of her while she gives her opinion on them. Well, matey peeps, make the most of it, 'cos this is definitely a one-off. I wouldn't be too nasty, though; don't make her angry, you wouldn't like her when she's angry...

Nick Roberts ● Deputy Editor

Hmm, not a lot I can say, really. So I won't. Oh all right, if you twist my arm.

When Lucy started at CRASH she was a shy lass. It took her two weeks to force herself to take off her raincoat and get down to some serious games playing. Now she's 'let her hair down', you just can't get her away from the computer desk!

Our beloved Ed is charming, witty, intelligent and lots of other nice adjectives that will help get me a pay rise! Oh, she's got a good pair of legs on her, too... (Mark told me to say that.)

Mark Caswell ● Staff Writer

Well, what can I say about our new Ed that won't lose me my job? (Maybe changing my name to Nick Roberts would be a good start.) In the couple of months I've known Lucy, she's been very kind to me. I used to have a very bad stutter, but thanks to her patent 'wire 'em to the National Grid' therapy, I'm totally cured.

Life in CRASH Towers has improved a lot since Lucy arrived. Her wit, charm and threats to hit everyone in sight has pulled the reviewing team together. Democracy is a word lacking in the Ed's dictionary; she rules with an iron fist that occasionally collides with our heads if we shirk. But it's a pleasure to work with such an understanding slave driver... er, I mean editor.

Warren Lapworth ● Production Editor

My esteemed colleagues have had to walk the awkward line between grovelling comments and jokey 'I don't really meant it' insults.

Fortunately, as CRASH work isn't all I do at Europress, I don't find myself in such a compromising position (although my weekends are an entirely different matter...).

However, I can happily and truthfully say Lucy is one of the livelier editors I've known and her jolly disposition compensates for the endless nagging she subjects us to (hand on heart, I whinge at people for reviews, but I'm more subtle about it). What do you expect from a woman... (Aaarrgh! No, stop!! Not the industrial strength bolt clippers! Waaagghhh!!)

Lucy Hickman ● Editor

What can I say? I'm touched — touched in the head for working with this lot! No, they're a good bunch, really. Mark's coming on really well with the electric shock treatment, and as for Nick 'I'm a sexist pig' Roberts, since he liked my legs so much, I hung him out the window by his feet for a night so his legs would stretch and be as beautiful as mine. He'll be fine... when he comes out of hospital. Warren's a very nice bloke — apart from being nuts! I don't mind him singing or muttering to himself all day, but it gets a bit worrying when he starts swinging from the chandeliers (especially as we've only got strip lights!).

OLI FREY'S 1992!

If it's nearly Christmas, it's almost 1992 (Euro-year an' all...), so we commissioned the



incredibly world famous Oliver Frey to do a double-sided poster calendar, just for you. It's tucked under the Lemmings poster in the centre, just pull both out carefully and keep the calendar, because next month you get the second half! Join up this month's with January's (construction instructions included next munf) and hey presto! — a big action-bustin', gut-wrenching six months on either side!



Coming to you live from CRASH Towers are: **Editor** Lucy 'Big Chief' Hickman **Deputy Editor** Nick 'K' Roberts **Staff Writer** Mark 'Corky' Caswell **Production Editor** Warren 'Wozza' Lapworth **Art Designers** Mark 'KLM' Kendrick and Paul 'Charlie-Farlie' Chubb **Systems Manager** Ian 'Big Cheese' Chubb **Screen Grabber** Michael 'Chat Show' Parkinson **Publisher** Roger 'Sir' Kean **Advertisement Manager** Sheila 'I've got a company car' Jarvis **Advertisement Sales Executive** George 'Rick Astley' Keenan and John 'Jay' Needham **Advertisement Production** Jo 'Puffer' Lewis **Production** Jackie 'Hairy' Morris **Reprographics** Rob 'Wash 'n' Go' Millichamp **Managing Director** Jonathan 'Boss Man' Rignall **Circulation Manager** David '?' Wren. **Produced and Designed by Europress Impact, using Apple Macintosh II computers, running Word, Quark XPress and Adobe Illustrator — all of which just occasionally works when it's supposed to. Printing** BPCC Business Magazines (Carlisle) Ltd **Distribution** COMAG, Tavistock Road, West Drayton, Middlesex.

ABC

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This month's cover: **Lemmings. Cover design by Oliver Frey. Powertape inlay by Mark Kendrick.**

game thrills

Bring your speccy alive with another stack of games!

Boulderdash Construction Kit 4

COMPLETE GAME



Stones? Gravel? Pebbles? Nope, boulders, and lots of 'em, as you become a strange, insect-like creature called Rockford, pilfering diamonds and dodging butterflies, amoeba and the aforementioned large, rotund rocks!

- The object of Boulder Dash is to search through caves and collect the indicated number of diamonds within the time limit. The way to solve the caves is usually very simple, but not at first apparent. Read the description of the game elements in the Construction Kit section to understand more about the different aspects of the game.

Once the game section has finishing loading, you'll be asked to select your control options, then the type of machine you're using (48/128K).

You can move your character, Rockford, around the cave using the joystick or keys. If you find you can't complete the cave you're on, pressing Break will make Rockford commit suicide! You can then start the cave again.

You are awarded an extra life every 500 points.

CONTROLS

● I	UP
● J	DOWN
● Z	LEFT
● X	RIGHT
● B	Fire

CONSTRUCTION KIT

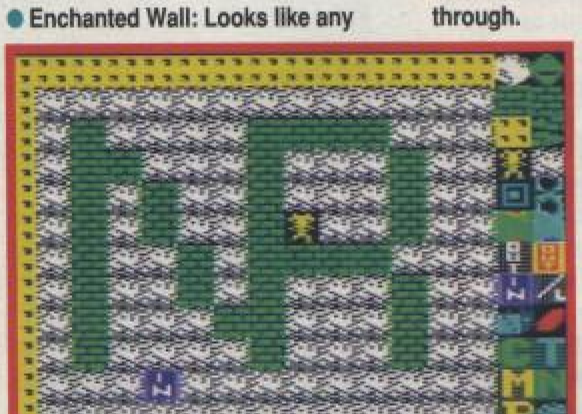
By using this part of the program, you can create your own Boulder Dash caves and intermissions. You can also make a complete game by using up to 64 screens of caves and intermissions. These designs can be used with the Boulder Dash IV game.

Starting: When editing for the first time, you'll be presented with a menu that gives the choice of editing a current cave or intermission or creating a new one. Use the joystick/keys to move the pointer on the menu, and click on the desired option.

Along the top or side of the screen you will see a number of icons. Reading from left to right their functions are described below:

OBJECTS

- Boulder: The rocks will fall if unsupported and can be pushed if there are no objects in front of it. When selected, place on the gamescreen by moving the pointer and pressing the fire button.
- Diamond: In every cave a certain number of diamonds need to be collected to win, and to leave the cave.
- Enchanted Wall: Looks like any other wall, except when hit by an object it will 'mill' for a certain time. During this time, it will turn boulders into diamonds and vice versa.
- Wall: A regular wall used to build spaces and paths. It can't be crossed, but can be destroyed by explosions.
- Titanium Wall: This wall is indestructible.
- Growing Wall: If there are no obstacles next to it, this wall will grow into any free space.
- Extra Rockford: These won't move, but you must protect them from being destroyed by boulders etc.
- Dirt: Used as a filler. Stops all objects except Rockford!
- Fireflies: They explode on contact, killing Rockford. They are destroyed by dropping boulders on them, or by contact with amoeba.
- Butterflies: They behave like fireflies, except they produce diamonds when they explode.
- Amoeba: This grows through dirt, and unless confined (when it will turn into diamonds) will eventually turn into boulders.
- Slime: Looks like amoeba, but allows rocks and diamonds to pass through.



- Hidden Exit Door: This door looks just like a Titanium wall, and is obviously difficult to find.
- Exit Door: This will be revealed as soon as the required number of diamonds have been collected.
- Entrance: This is where Rockford starts.

COMMANDS

- Line Mode: This draws a row of the current icon selected. Click for the start position, and click again for the end position.
- Random: Selecting the dice icon will place 20 of the selected objects on the game screen randomly.
- Eraser: (press E) This selects an empty space, which can be used to delete misplaced objects.
- C: (press C) A colour menu will be displayed. Move the joystick until you get the desired colour, then press fire to select another colour register.
- T: (press T) This tests the screen you're editing. Use the joystick to control Rockford. You have one life only.
- M: (press M) This selects the main menu described below.
- N: (press N) This selects a new

THRILLS ON TAPE

Where to find the most excellent games in the Speccy universe!

SIDE A

Boulderdash Construction Kit

Lemmings Demo

SIDE B

Spy vs Spy II

Double Dare Demo

Check the inlay for loading instructions. Should your Powertape prove faulty, send it to: EUROPRESS IMPACT LTD, CRASH TAPE CLINIC DECEMBER (94), Ludlow, Shropshire SY8 1JW. A healthy Powertape will wing its way to you! Please allow 28 days for delivery (though we'll try to be quicker).

screen, and clears the cave/intermission you're working on.

- P: (press P) This removes the selection panel, enabling you to work on a larger area.
- CLOCK: (press V) This allows the timings and counters to be altered. Use the joystick/keys to alter the values.
- F: (accessed from keyboard only) Full screen; allows you to view the whole playing area.

MAIN MENU

Using the main menu, you can set a sequence using load and save. Simply load each cave in turn and save them onto one tape after the other, making a note of how many caves/intermissions are in your sequence. They can be re-loaded at the start of a Boulder Dash IV game.

CAVES AND SEQUENCES

- A note about caves and intermissions: A standard Boulder Dash 'game' consists of a total of 16 caves and four intermissions. The caves are made up of four screens of maze and this is where the players must collect the required diamonds. Every four caves the player is rewarded with a 'bonus game', the intermission. This is just a single screen, where he/she can score extra points or lives. Obviously, using this kit, one can alter the number of caves and intermissions to any number or sequence.

SPY VS SPY 2 Island Caper

Full Game!

The wild 'n' wacky (or should that be whacky?) monochrome spies from Mad magazine are back for more manic head-to-head trap-setting, sword-brandishing fun!

- This is the second game in the ever-popular battle between the black and white spies. Like its predecessor, it's a one or two player rib-tickling affair.

Here the eternal enemies are stranded Robinson Crusoe-style on a desert island, where a top secret missile codenamed the XJ4 (and a quarter) has crash-landed. It's scattered in three pieces and our lovable rogues are after it, with the usual hilarious results.

LET BATTLE COMMENCE

Once the game's loaded you're presented with a list of options. These are number of players, control options (keys, Sinclair, Kempston and Cursor joysticks), difficulty level, computer player intelligence and whether the rescue submarine is hidden till the end of the game.

As for movement, imagine the screen is a three-dimensional area where you can move left, right and in or out of the screen. Moving left and right is simple enough, but when gaps appear in the background or foreground, your character can move up or down the screen respectively (it makes sense, honest). These gaps are passageways which lead other parts of the island, essential if you're to find and assemble the missile before your opponent does.

Pressing fire within range of an object or mound of sand (three small triangles) will pick/dig it up. If you're unlucky (or clumsy), you'll run into a booby trap left by your adversary, but you can be just as cruel with the help of your Trapulator.

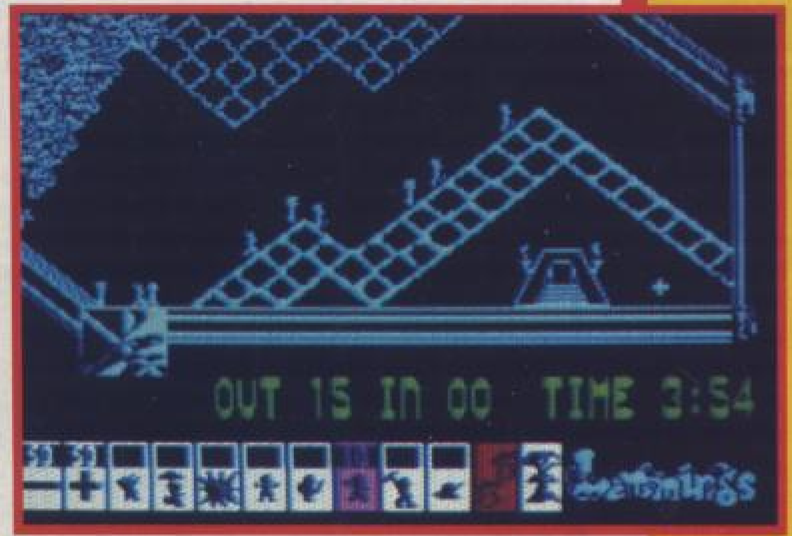
KEYS

PLAYER 1		PLAYER 2
Q	Move left	N
A	Move right	M
Z	Move back or up	P
X	Move forward/down	L
C	Select/activate booby trap	B
Pick up/drop object		
Start game		
Break	Return to option screen	

BANG, YOU'RE DEAD

The Trapulator allows you to store and use various items and tools needed to complete the mission. Along the side of the screen are a number of icons, next to them an indicator shows how many of a certain object you possess.

There's only one gun on the



Lemmings

Playable demo

If you can't wait to read the Lemmings review on page 14, whap this month's Powertape into your cassette deck and save those Lemmings!

- What's a Lemming, you may ask (a bit louder, please). Well, he's a green-haired little chap with the very disturbing habit of leaping off tall buildings. Not the safest of pastimes, but then the player is expected to save the suicidal little creatures from the myriad dangers that face them as they yomp across the many landscapes and into their homes.

CONTROLS

- Q Moves cursor up
- A Moves cursor down
- O Moves cursor left
- P Moves cursor right
- M Selects Lemming to perform function
- Z Scrolls left along panel
- X Scrolls right along panel
- S Turns off music (in 128K mode)
- L Scrolls screen left
- Enter Scrolls screen right
- Caps/Symbol Shift Nukes the current level (quit)
- Space Pause game
- 1-10 Selects the function the chosen Lemming performs

THERE'S NO PLACE LIKE HOME

The game consists of 60 levels split into four categories, Fun, Tricky, Taxing and Mayhem. The aim of the game is to guide the Lemmings across a dangerous patch of ground and make sure they get home safely.

The start of the level informs you how many must be saved to move onto the next (even tougher) level. The Lemmings drop from a trapdoor set at the top of the screen, and merrily set about doing their thing (leaping off tall buildings, drowning etc) against a vicious time limit. If they hit a solid object they bounce off and retrace their steps, if they hit water/acid, they drown.

The suicidal creatures can be controlled by clicking on one of the ten icons ranged across the bottom of the playing screen. On the early levels, all of them are available, so you can bash, climb, dig and float to your heart's content. But as time goes on, the old brain box needs to be used as less and less functions are available — and the already short time limit drops even lower (Panic City!!).

HI HO, HI HO, IT'S OFF TO WORK WE GO

Here's a rundown of the functions each Lemming can perform...

- CLIMB: The selected Lemming becomes a climber. Chris Bonnington lookalikes, ahoy!
- FLOAT: This provides the Lemming with an umbrella so they can float safely to the ground
- EXPLODE: Using this option will trigger a five-second timer.



When time's up, the offending Lemming will explode and splatter horrible squidgey bits all over the landscape!

- BLOCK: An effective crowd control option, selecting it makes a little chap put his arms up and stop the critters either side of him
- BUILD: Handy bridges are built that carry our Lemming pals over numerous hazards
- BASH: Psycho City!! This gives a Lemming a hammer to smash down obstacles
- MINE: Similar to the 'Bash' option, a miner Lemming armed with a pick-axe will dig a tunnel diagonally downwards
- DIG: This makes one Lemming dig downwards with his bare hands
- PAWS MODE: This pawses the game (groan)
- NUKE: It's mega-apocalypse time, folks! If you've ballixed a level up, this kills all the Lemmings at once!

double DARE

PLAYABLE DEMO!

Lots of gungy goings on in this kiddies' gameshow, and now you can play it in your own home — but without the mess! (Audible sighs of relief from carpets nationwide.)

● Anyone who's been up early enough on a Saturday morning (that counts out the whole CRASH team) will know the ins and outs of this amazing gameshow that appears as part of Going Live! Introduced by mega-star Peter Simon, the game involves two teams battling it out in a trivia quiz.

If you can't answer the question you're asked you can 'Dare' it to the other team, who can earn bonus points. If they're a bit dim and can't answer it, they can 'Double Dare' it back again. The poor team that's left with the duff question can either answer it for lots of points or take a 'Physical Challenge'.

SIMPLY BIZARRE

Wizard programming team Bizarre Developments of Sheffield are behind this daring extravaganza. These nutty blighters first tried to package a bucket of BBC gunge with the game so when you failed a challenge a friend could empty the contents onto you from a great height. When testing this method their poor Speccy became a bit sticky and had to be put in the wash with their socks!*

They decided to go for a different kind of challenge instead. The challenges in the Double Dare computer game are of a mental nature with lots of puzzles and brain ticklers to be tackled.

CONTROLS

You can select keyboard or joystick at the start of the demo. The keys are Q–Up, A–Down, O–Left, P–Right, SPACE–Select.

So what amazing challenge have we got in store for you? You'll be presented with a screen full of small shapes to sort into vertical rows before the time runs out. You move a small frame around the screen until you find the shape you want, then press fire and left or right to rotate it inside the frame.

TASTY, TASTY, VERY...

The finished game will have many challenges and questions to be answered. If you win the quiz you'll go on to an assault course to win prizes! As a little taster, you'll be shown selected screens if you manage to complete the demo!

*It is inadvisable to put your computer into a washing machine and switch it on. So don't do it!



island, so make sure you find it first. But beware, some of the bullets are duds and the gun isn't always fully loaded.

Apart from man-made traps there are several natural hazards: the volcano (which acts as a time limit), quicksand, water (the spies can't swim) and some very voracious sharks. (Or maybe the last two together to add insult to injury!)

COMBAT

Hand-to-hand combat is inevitable on an island as small this one, but of course these two rivals are past masters in devious tactics. Holding down the fire button will make your character whip out a dirty great sword. Moving left or right while holding down fire will make your spy buckle his swash. But be warned, once within duelling range the Trapulator won't work. Combat ends when one of the combatants moves off screen or expires.

BOOBY TRAPS

There are four types of nasty traps available: coconut bombs, Napalm, rope snares and a shovel for digging pits. To place a trap, simply press the fire button twice and select the trap required, then press fire again to hold the trap. Position your spy and hold down fire while pushing forward on the joystick. You'll hear a whooshing sound; this indicates the placement of the trap. Now watch where you tread!

Snares are set by selecting the rope and pushing your spy up against a tree. The spy will climb the tree and tie the rope to the top. You may then position the noose at the base of the tree.

To make a coconut bomb you (obviously) need a coconut and some petrol (a fruity version of a Molotov cocktail). The amount of fuel you possess is shown at the bottom of your Trapulator. If needed, more fuel can be obtained from a wrecked plane somewhere on the island.



Once you've dug a deep pit you can leave it as it is, or be really horrid and lay some sharpened stakes in it to perforate your opponent's botty. But beware: the spade tends to break after eight pit diggings.

MAP

The island you're standing on isn't that big, but it's advisable to use the inbuilt map (unless both players are on the screen simultaneously, in which case it won't work). Shown on the map are yourself (as a flashing square) and white areas denoting the whereabouts of missile parts.

On levels five and six there are two islands to search. The problem is there's only one safe place to cross and your foe will no doubt be waiting for you!

MISSILE CONSTRUCTION

As pointed out earlier, the missile is in three pieces, but you can only hold one piece at a time. Also you have to connect the pieces in order (ie, the head, middle then tail section). Once two or more pieces have been assembled, they count as one whole piece.

THAT'S ALL, FOLKS!

The game ends when either your spy dies or he finds the missile and leaves the island in the handy-dandy submarine waiting offshore. It will surface when you approach it, though if you get lost you'll find it at either the north-west or north-east beach. When you spot it you can wade out and sail off into the sunset...

Reckon you could write a game? SEND IT TO US FOR THE CRASH POWERTAPE!

(You could earn a bit of dosh!)

Yes folks, if you've written a game you reckon should be on the front cover of CRASH, what are you waiting for? Plonk your game onto either a cassette or disk, along with a letter explaining the gameplay, and sling it in the postbox. If your game passes the CRASH reviewer test, you may see it on the covertape. The address is: EUROPRESS IMPACT LTD, CRASH POWERTAPE DEPT, LUDLOW, SHROPSHIRE SY8 1JW.

● ***IMPORTANT! Please sign this declaration:***

This program is submitted for publication by EUROPRESS IMPACT. It is wholly my/our own work and I/we agree to indemnify CRASH against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house and I/we will inform you in writing in the event of this happening.

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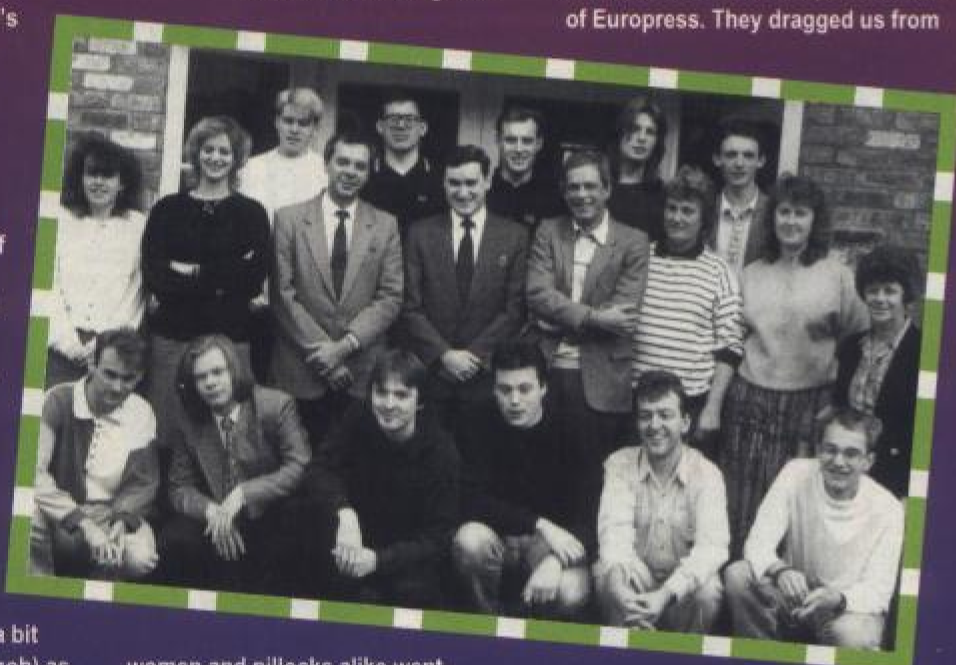
'But where have you been?' we hear you cry, as you foam at the mouth and suffer nasty hallucinations about snails and things — classic CRASH withdrawal symptoms. Well, we can't tell a lie, the truth of the matter is...

Nicko, Corky and I bounded into CRASH Towers, bright-eyed and bushy-tailed on September 17, 1991, ready for a new day's work (and if you believe that, you'll believe anything!). Ex-Ed Richard Eddy was off sick that day (blinkin' girl's blouse) so he was saved the horrors to come! He couldn't cope with us after the happening so he's defected to Code Masters — but that's another story (see elsewhere in Happenings).

As we merrily got stuck into CRASH (oh, what a wonderful mag!), we heard a strange noise. Newsfield staff dashed to the windows and gawped out. What a sight did we behold!

Fluttering through the sky was the strangest spacecraft anyone had ever seen. Would you believe it? A spaceship that looked an awful lot like a redundancy cheque!

Open-mouthed, we stared in wonder (Corky got a bit upset 'cos a bee went in his gob) as the great ship alighted on CRASH Towers — my god! Even the moat couldn't stop it.



IT CAME FROM...

As the doors of the craft opened, one of the new recruits from another mag suggested we get out our Speccys and bomb the basts—, but Nicko told him not to be such a prat and punched his lights out.

Hideous beings emerged... what to do, what to do? Ring the police? Go to the toilet? Hide under the table? No, we did what we had to. We waited.

Soon, the leader of the aliens entered the building. Men, women and pillocks alike went white and fainted as the thing began speaking.

'Lend me your ears, Earthlings. I am Liquidatorus from the planet GONEBUST and I bring you news. Listen hard, 'cos if you don't, I'm going to bite you,' he boomed.

Heavy stuff. What he want to borrow our ears? We're all rather attached to them. Lugs clamped for safety, we didn't hear a word Liquidatorus said. Eventually he got totally racked off and bundled us into the redundancy cheque lookalike and whisked us off to the planet GONEBUST.

The horrors we endured are too dreadful to talk about. These wicked creatures tried to convince us that classic mags such as CRASH and ZZAP! were finished. Even Newsfield itself was blasted into oblivion. But we were strong. Nothing could convince us that CRASH was gone forever.

SAVIOUR!

Just when the torture was getting too much, as our willpower faded, there was a blinding flash of light. Help arrived, lasers set to stun, in the form of Europress. They dragged us from the quagmire of despair and put CRASH back where it belonged — on the shelves and in your homes and hearts!!

FRIENDLY FUTURE

Round of applause, everybody, for our big-hearted rivals, Future Publishing (Your Sinclair). They were so impressed with CRASH and our Commodore sister mag, ZZAP! 64, they tried to buy them when Newsfield went bust.

After finally getting Future publisher, Jane Richardson, on the blower, she categorically denied the intention was to kill off your fave mags (CRASH and ZZAP!, that is). 'No, this was not a deliberate attempt to squash the opposition. We like competition. CRASH and ZZAP are very strong titles and we certainly didn't want them to die,' said she pleasantly betwen gritted teeth.

She went on: 'We had several options open to us, had we got the titles. We probably would have incorporated them into our existing magazines.'

So there you have it, viewers, straight from the horse's mouth. Just one question springs to mind: incorporating CRASH would mean relegating it to a tiny corner ofYour Sinclair's cover. Now if that isn't killing CRASH off, what the hell is?



CRASH IS BACK!

ngs!

CODE MASTERS, AHOY!

Big sobs everybody, CRASH's lord and master, Richard 'lushcake' Eddy (known as Dick Ed when he first arrived at CRASH) has left us (and no, just because I've taken over, it doesn't make me Nicko and Corky's mistress —Ed). Ready Eddy has gone on to higher things — and we're talking much higher. Namely, the spiritual advisor to the Yeti on Mount Everest. It takes all sorts, I guess.

Wow, does that Yeti need help! We're talking serious psychological problems here, and it's up to Richie-boy to sort them out. The poor thing is really a cutsey wabbit — the Yeti, that is, not Richard — which the Powers That Be stuffed into the wrong body while necking loadsa lager one day. They also gave it a false sense of perception, so remember, every time the Yeti stamps on your head and rips you limb from limb with its fearsome gnashers, don't take it personally. It just thinks you're a lettuce!

Okay, so this codswallop. The truth is (and it's stranger than fiction) Code Masters have snapped up Richard as their new super-go-fast PR peep (wow, how impressive!).

Commenting on the move, he said: 'I've always been impressed with Code Masters' operation and its incredibly successful track record proves it's a great company to be part of. The people at CM, from the programmers to the production and sales staff, form a highly creative team and the line-up of product has never been better.' (Well, he would. Wotta creep!)

And his message to you lot: "Stay lush, lushcakes!!" Profound Richie-babes, profound.

We thought about chucking him in the Hi-Fire Horror House as punishment for leaving us but then we found a folder full of old photos instead. Ha ha, a plan. Let's show Richard as you've never seen him before....

Anyway, Richard, take care of yourself, my son, we're going to miss you here at CRASH Towers. Have a good life and may the fleas of a thousand camels never inhabit your armpits etc. (Is that creepy enough to deserve getting first peek at all the Code Masters' games in future? No? You want more? No problem...!) You're our hero and you're totally brill and great and wonderful and sexy and... (Enough? Phew!)



● Is this all I get for six long years at CRASH? Oh, all right then, where's the blinkin' corkscrew?



● Nice legs, shame about, er... well... everything else about him, really

EEK! THE ALIENS ARE COMING (AGAIN)!

Not content with bursting open people's bellies and generally being pains in the posterior, the Aliens are back for the third time to cause even more grief for poor old Ripley in Alien 3. This time our handy heroine will dash around the bleak and hostile planet of Fiorino (doesn't that poor girl ever go anywhere bright and sunny?) doing what she does best — wasting Aliens (somebody has to).

She's not helped in her task by some completely pillocky company — Wayland Yutani — that can't wait to lay its hands on a real live Alien. Why? We don't know 'cos the movie isn't coming out till next year, so game makers Mirrorsoft are sworn to secrecy as far as the plot's concerned.

As for the game, the main thrust'll be for Ripley to find the Aliens — before they find her. Then she's got to invent lots of weird and wonderful ways of bumping them off. There's loads of weapons 'n' stuff to pick up along the way and the programmers have done their best to pack all the terror of the movie into the eight-way scrolling action-packed game.



CHRISTMAS CRACKERS!

Stuck for something to buy your computer-crazed brother or sister this Christmas? Or fancy treating yourself to something a bit special? Then have a butchers at the Christmas Megapack (what an original name!) from Konix, the joystick giants, and Code Masters.

They're bundling together eight cracking casette games together with a standard Konix joystick for the measly price of £19.99, including VAT. A real bargain bonanza!

The games are ATV, Advanced Pinball Simulator, BMX Riding Simulator, Pro-Tennis, International Rugby, MiG 29, Fruit Machine Simulator and Grand Prix Simulator.

If you're wondering how much all this lot would cost if you bought them separately, let's save you the headache — £44! Wow! Mega-bucks! It doesn't take much mental arithmetic (are mental arithmetics kept in padded cells?) to realise this pack saves you an amazing £21 (and a pee). Three cheers for Konix and Code Masters. Hip hip...!

!BACK!! BACK!!!





SUICIDE SPOTTING

It's the luverly Lemmings! Ahh! Aren't they cute? (Oli thought they were a bit too cute for the cover illustration, so he muddied them up a bit!) Well, I suppose they are if you're into suicidal maniacs! How can something so sweet be so totally brain-dead ?

Frustrating, annoying, hair-tearing, call it what you like — this game's fun! You have to hand it to Psygnosis, they've taken a simple idea and turned it into a stonkingly good game. I betcha there's stacks of computery peeps slapping themselves around the 'ead for not thinking of it first.

With their big green mops of hair and groovy blue jackets, these Lemming guys (and gels) have an uncanny knack of landing themselves in big trouble and you lucky people must rescue them.

FESTIVE FURRY FOLK

This is no easy job since the scatty critters seem to be single-minded about their quest for death, whether it's by fatal fall, fire, drowning or explosive devices. Please keep them busy with lots of different jobs so they forget how utterly depressed they are.

Since it's Christmas time, we thought we'd try to cheer them up with ever-so-great Santa costumes. Which leads us on nicely to the point of this page...

Yes, it's Competition Time, and since it's the festive season, Psygnosis have lashed out on some fabbo prizes for this special Chrissy Compo.

Up for grabs as first prize is a super-go-fast new video cassette recorder (and if it doesn't say Goldstar — tough) so you can tape all the bestest filums (or all the crap if you want to). Second prize winners will get £30-worth of video tokens, while those in third place can look forward to a tenner's-worth of video. Whoopee-do!



LEMMING LOOKALIKES

On this page are two Lemmings dressed in swanky Santa suits. Look the same? Wrong! There are five differences and you have to find them all to stand a chance of bagging the booty. Study them carefully and simply ring the differences.

Since that's easy-peasy, we've got an extra bit for you to complete in the coupon below. Just say in 15 words or less why you'd like to be a Lemming.

Then all you have to cut out the page, write down your name and address in the coupon, stick it in an envelope, slap on a stamp and send it to: I WANT TO FALL OFF A CLIFF COMPO, CRASH, EUROPRESS IMPACT, LUDLOW, SHROPSHIRE SY8 1JW. Entries in by December 20, please, otherwise you've got no chance and Corky won't do any work 'cos he'll be making paper aeroplanes with the late entries. Remember, matey-peeps — you can use a photocopy of the form if you want! Happy Christmas!





I'd like to be a Lemming 'cos

....

....

....

Name...

Address..

....

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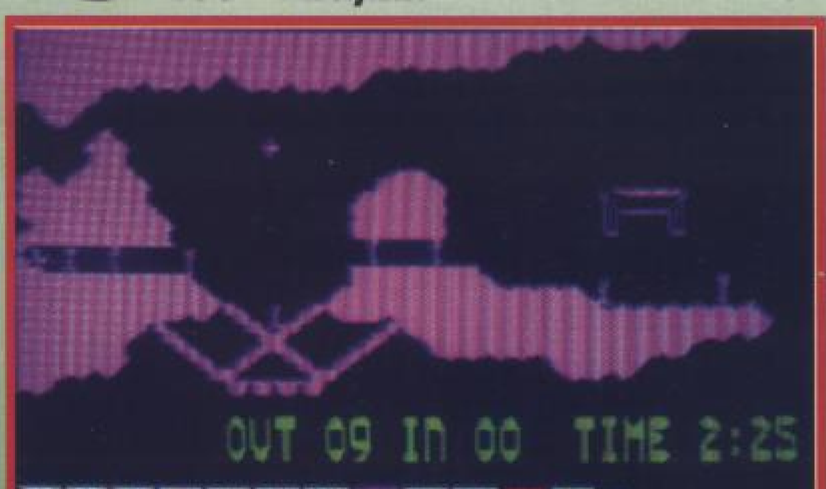
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Reach for your parachutes peeps cos we're off for a cliff-hanging trip with the luverly Lemmings — courtesy of Psygnosis. Cute they may be intelligent they ain't. You sure wouldn't find one of these critters on Mastermind. And so messy! Splattering their bodies all over the place indeed, no consideration. Haven't they ever heard of taking an overdose? NICK ROBERTS dons his green wig and jumps off CRASH Towers (about time too — Ed).....





● Blimey! That was a close one! OK fellas back to work, it'll keep your minds off it! And no slacking!

The Lemmings are little critters with big green mops on their heads and groovy blue jackets. They'd be a peaceful, fun loving kind if it wasn't for one problem — they haven't got a brain cell between them! (Do these people work at CRASH? — Ed). To make matters worse they've found themselves in a heap of trouble and need to be rescued.

Each level of the game has traps, high cliffs, deep holes and all sorts of other hazards for the chaps to avoid as well as an entrance and exit. When the Lemmings start coming out of the entrance, they keep going until they hit a wall (as you do!) and turn around, come to the end of a rock and fall to their doom, or you select one of the icons to give a Lemming a special job to do.

The trick is to get the required amount of Lemmings to the exit within the time limit using only the icons you have at your disposal. Icons get less and less the further you progress into the 60 levels of the game, split into four categories — Fun, Tricky, Taxing and Mayhem. You are going to need some quick thinking and lightning reactions to rescue all the little Lemmings.



IT MAKES ME SICK!

The idea behind this game is so sickeningly simple it had programmers all over the world kicking themselves for not thinking of it first. The sprites used are tiny so need little attention to detail, the programmer's skill is used by thinking up devilishly difficult levels for the unsuspecting games player.

The graphics are almost exactly the same as the Amiga or Atari ST's. The only difference seems to be that all the colour has been taken out of them the whole games in monochrome. This doesn't spoil things too much though, except that when the Lemmings crowd together all you can see is a block of colour! The more characters on screen the slower the game gets too, but that's nothing to moan



● Follow the Yellow Brick Road tra la la - No, follow it not leap off it!

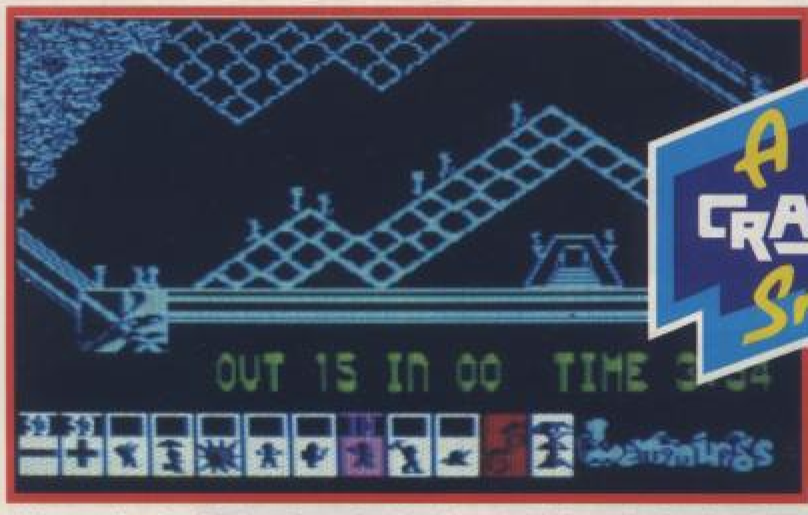
● WHOOPEE! Look at that Lemming fly. Oh, sorry, look at him fall! Bag's of ouch! Oh well, it takes all sorts.



LUCY

Oh to be a Lemming! They don't have to worry about mortgage rates and house prices. Oh no, all they care about is finding themselves a cliff to spectacularly chuck themselves off. Trying to stop the little swines following their natural instincts in this game is frustrating but fun. They are such *morons* — IQs of three below a rocking horse! Fortunately, if they annoy you too much you can just press the nuke button and blast the bleedin' blighters to smithereens! (I wonder if you can buy a button like that for real life?) Graphically, *Lemmings* is superb, although the sprites and backgrounds are monochrome so the Lemmings sometimes get lost in the scenery. Also the cursor used to control the suicidal creatures is sometimes rather sluggish as you try desperately to avert disaster. *Lemmings* is an absolutely stonkin' game so if brain teasers are your cup of tea, go out and buy it — now! ● 90%





● No peace for the wiked, and even less for a Lemming! Never mind, not far to the top now!



● Wahey! This is fun! Open those brollies troops, take up your positions and... wait for it... Okay, JUMP!

Living with the Lemmings

To get these creatures to the exit safely you are going to need lots of these icons to give some of them jobs to do. Here is the low down on what each one does.



MINUS ★ Decreases the number of Lemmings being released at a time. Slow those critters down!

PLUS ★ Increases the number of Lemmings. But guard against an overflow. Or we're talking deep doodoos.

CLIMBER ★ Turns one Lemming into a climber. He'll climb a cliff face until he reaches the top. If this cliff drops straight down again he will plunge to his death!

FLOATER ★ Gives the Lemming an umbrella so that if he walks off the edge of a cliff he can float safely down to the ground without splattering at the bottom.

EXPLODE ★ This nasty option will severely cut down the life expectancy of a Lemming. A count down from five will appear above his head and at zero he'll explode

BLOCKER ★ To stop the mob charging off the edge of a high platform turn the front runner into a blocker. Make him put his arms up and stop the critters behind.

BUILDER ★ Rivers of fire and water and long gaps in the rock can only be crossed by making one into a builder. He'll make a bridge over the deadly area.

BASHER ★ A basher Lemming will stomp through any rock in front of him. One a rock has been tunneled through he will go back to being a normal walker.

MINER ★ The miner Lemming will dig a diagonal tunnel downwards until he finds air again.

DIGGER ★ This will make one dig horizontally down. If he another Lemming tries to follow fhe will undoubtedly go kersplat at the bottom.

PAWS MODE ★ Ha, ha! Guess what this does. (Can't imagine Nicko, Pillock! -Ed)

NUKE ★ This button is great fun (evil laugh!). If you have gone and made a right mess of a level then you can use this to blow all the Lemmings on the screen up at once.

about — it's a miracle the game is running on a Spectrum in the first place!

● .Crikey, is there no end to the talents of these Lemmings? Just look at that craft work.



LOADSA LEVELS

You're not going to complete Lemmings in a hurry. There are four skill levels: Fun, Tricky, Taxing and Mayhem and each of these has 15 landscapes to attempt to complete. That makes (whirr, whirr) 60 levels of Lemming mayhem in all! 128K owners don't have to reload levels if they fail to complete them, 48K owners do.

Lemmings is an excellent conversion of a highly popular 16-bit game. It may have a couple of problems in the speed and colour departments but I can live with these. This is one game that I am going to be addicted to for a long time. ●

91%



Six downers for a Lemming

1. You spend your life thinking you can fly!
2. By the time you realise you can't, it's too late!
3. A do-gooder puts down a safety net!
4. You can't think of anything to be depressed about!
5. You're put in a padded cell!
6. You're dyslexic and keep trying to jump *up* a cliff!



Rating

Psygnosis have done the impossible by squeezing *Lemmings* into the Spectrum. It may be monochrome but it's an excellent conversion.

PRESENTATION	87%
GRAPHICS	89%
SOUND	86%
PLAYABILITY	87%
ADDICTIVITY	91%
Overall	91%

Previews

Rip! Maim! Mangle!

You insult a WWF wrestler in a nightclub (breathing in his general direction, for example) then meet him later down a dark alleyway. Do you: (a) Reason with him? (b) Fight him? (c) Pull a gun on him? (d) Run like hell? LUCY HICKMAN has all the answers.

Have you decided yet? Okay, here's the result of each tactic: (a) He ignores your pleas completely and punches your lights out; (b) He roars with laughter and punches your lights out; (c) He knocks the gun out of your hand, rips it to pieces with his teeth and punches your lights out; (d) He chases you, trips over letting you escape, and gets so angry he punches the street light out (next day he finds your address, comes round your house and kills you).

So remember, next time you insult a WWF wrestler, make damn sure you've got one of those *Star Trek* gadgets with you so Scotty can beam you up pretty bloomin' quickly: these guys are *real* mean.

Right, armed with this information, you're now getting into the ring to fight them, one at a time, in Ocean's stonkin' new Speccy game, called (surprisingly) *WWF Wrestlemania*.. (Stop blubbering, you big girl's blouse, the very worst they can do is kill you, slowly and agonisingly.)



● The crwod wait with bated breath for their sweaty heroes to appear.



● Press Enter and grow big muscles and a dodgy moustache!

PERSONALISED PULVERIZATION

WrestleMania has spread like wildfire both here and abroad, with mean machines like Hulk Hogan, André the Giant and Brutus 'The Barber' Beefcake becoming household names as they grunt, roar and threaten to tear anything that moves into little pieces.

Based on the Nintendo WWF game, *WWF WrestleMania Challenge*, the aim of the Speccy version is the same — smash your opponent into the ground. You can choose to fight as Hulk Hogan, The Ultimate Warrior or be really patriotic and stick to the British Bulldog. You can even select which insults they fling at each other!

Each fighter has his own special beat-'em-up tactic. You must fend off Atomic Elbows, Warrior Wallops, Headbutts, Chokeholds, Double Axes or Leg Bombs, to name just a few moves, and pin your opponent to the floor for the count of three — just like the real thing,

There doesn't appear to be many rules to this one or two player beat-'em-up. I don't think a referee would dare to get in the ring with these monsters, which might explain why there isn't one in sight as the macho men fling each other about.

RUNNING RINGS

The action isn't just confined to the ring. If you fall or jump out, your opponent will soon follow and severely batter you until you're counted out. If he beats you, he gloats unmercifully until you start again.

This is a fast and furious game where you have to be damn quick to stop the great lumps leaping on top of you. There's a handy box in the corner of the screen which shows when you have to wriggle the joystick like crazy or press hell out of the fire button.

So there you have it, a classic beat-'em-up where absolutely anything goes — usually you, onto the canvas, very, very hard. Rather you than me!

● The fun is in the choice of man-mountain you decide to become.



● Did you call my pint a whore? Chuckles abound as the guys kill each other in *WWF*!



Quick, hide the cheese!
Murray Mouse In Mouse Mania

If there's a software company that's made its fortune from simple but addictive arcade adventures, it has to be Code Masters. They found a style that worked and kept to it, their biggest success being Dizzy. Murray Mouse In Mouse Mania is in a similar vein to the egg's adventures, having lots of screens to explore, objects to collect and puzzles to solve.

Our mousey mate accidentally discovered that ten members of the horrible Moufia organisation were planning to fly to the moon and claim it as their own. Being made of 100% green cheese (of course!), it's vital to the economy of the mouse world. If these nasty mice got their own way, they could rule all mousekind! Murray isn't going to stand for this so sets out to foil the plans of the Moufia and bring them to justice.



● Murray Mouse in his house, puling down his trousers... (Nick, what are you on about? — Ed)



● Why do we need cheese slices Murray? And it's not for shoes or hairdressers!

The huge flip-screen game is packed with attractive locations to visit. You start off above ground, dodging the joking mushrooms that live up there. You can travel deep into the mouse kingdom below and use the network of sewer tunnels and pipes to visit the mouse houses.

Murray can hold up to three objects at a time and will need to explore every nook and cranny to solve some of the puzzles as there are many undiscovered passageways.



Fans of arcade adventures will simply love Murray Mouse In Mouse Mania. Look out for a review, coming

Is it a bird? Is it a plane? No, it's...
Super Seymour

That cutesy cartoon character is back from his adventures in Hollywood with a great new arcade-action game. The world is slowly being taken over by pollution and strange mutant creatures have begun to emerge from the toxic waste. Seymour is out to stop all this, wearing a Super Cape and Super Mask!

Super Seymour is a multi–level game where our hero leaps and bounds around, collecting toxic substances in the correct order for points and avoiding or destroying the mutants that zip about.



● The guy with the cheesy grinis out to save the worl. What a kind chap he is! No wonder he's named Seymour!



Ace programming team Big Red Software have given our toothy friend some special powers to help combat the nasties. These include a Super Blow, where he breathes in then blows them over, Super Spit, where he spits out the pips from previously eaten fruit (yeuck!), Super Snare, which traps a mutant so Seymour can stamp on it, Super Sprint, which speeds the hero up, and Super-Duper Leap, so he can jump to the top of the screen with ease.

Super Seymour is packed with the excellent cartoon animation we've come to expect from a Big Red product. The Seymour character is instantly appealing to all age groups, and looks set to take over from Dizzy as the BIG Code Masters cartoon character. Look out for Super Seymour on a Spectrum near you — soon.



● Do you collect stamps? Well take this! Seymour tries out the classic joke!

IN SPACE GUN, *Everyone can hear you scream!*



● Packed with colour and non-stop action it's that crazy new one freom Ocean!



● The graphics in Space Gun promise to be stunning! And by the looks of it, Ocean plan to deliver the goods!

Aliens. Nasty basts, aren't they? I mean, have you ever tried discussing the meaning of life with an alien? No? Well don't bother — 'cos if he disagrees with you you're likely to get wasted. The aliens in *Space Gun* are a particularly nasty breed, as LUCY HICKMAN discovered.

Anyone out there like cutsey platform games? Y'know, the ones with sweet little characters scurrying around doin' Good Deeds and solving loadsa tough problems? You do? Well *Space Gun* is absolutely nothing like that. We're talking the ultimate in shoot-'em-ups, here.

The plot's not particularly new. Run of the mill stuff about pillocks getting taken hostage by evil beasties etc. But it's full colour and the aliens are *full screen sprites* as they try to take chunks out of you.

In a one or two player game, you're a crack commando squad zooming round space trying to defeat the deadly aliens who've taken over the solar system.

There are six levels, split into three or four sub-sections. The aim is to rescue the hostages who've been captured by the aliens. You'll find them wrapped up in strong cocoons which you must shoot away.

BIG, BAD AND UGLY

You begin by running through corridors of a space station, shooting anything that moves. Blast the aliens with your high powered machine gun or they'll bite chunks out of you! There are lots of weapon boosters along the way, so look out for them.

The aliens get bigger and badder as you speed through space stations or lunar landscapes. At the end of each level you'll have to fend off a particularly vicious creature, such as a hideous serpent which hatches out of an egg, intent on making you its first meal, and the final enemy, the Mother Alien, no mean feat 'cos she's very upset since you've wasted her precious babies.

If you manage this you must bundle the rescued hostages into a space buggy, reach a waiting space shuttle safely and take off. Game, set and match to you, and 'Ya boo sucks' to the aliens. Oh yes, and you've saved the universe as well.



● He looks armless doesn't he? Bit of a big mouth though, eh?

The Space Gunner

After four months' hard work, Damien has nearly completed the game and says he's now heartily sick of it. He claims he's found a way to totally maximize the Speccy's capabilities — and push it even further. Here's how he did it.

Said Damien: 'When I'm programming I firstly work out the limitations of a machine and try and make it do what it can't do — do the impossible, really. Sometimes it works, sometimes it doesn't. This time it did.

'We've got full colour for the game and the aliens are extremely detailed, very fast and big — full screen size at times. I kept the backgrounds fairly simple so as not to lose out on the game plan.'

But don't the massive sprites slow the action down? Apparently not:

'I cheated quite a bit while I was programming the game so it's even more efficient when there's a lot going on — the only time it does slow down is when there's not a lot happening.

'I'm sick to death of the game now; it's all I've looked at every day for the last few months, but everybody else here reckons it's really good. It's fairly difficult, I suppose, even with the arcade version it would cost you two or three quid to get to the end.'

And there you have it. An action-packed scrolling shoot-'em-up set to hit the streets any time now. I'm afraid it's 128K only, due to it's detail and complexity.

Ramsey Street comes to town!

Neighbours

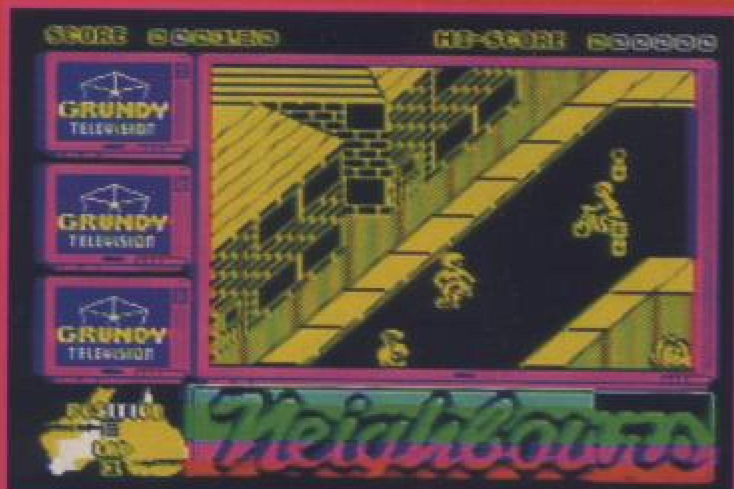
Neigh-bours, everybody needs good neigh-bours, tra la-la-la (no, Mark, don't sing, please, anything but that! —Ed). You've watched the TV series, now the trials and tribulations of Aussie life will appear in Neighbours, the computer game (whoopee!).

All the Ramsey Street favourites are here (the fact that most of them haven't been in the series for yonks is beside the point...) and the more daring decide on a race. You play Scott Robinson on his beloved skateboard, while the challengers are Charlene Ramsey, Henry Ramsey, Mike Young and Matt Robinson. Each character races a different vehicle, Charlene's in a go-kart, Henry on a tractor lawnmower, Mike's on a skateboard and Matt (very sensibly) has borrowed Mike's motorbike.



● G'day cobbers. Y'know I wouldn't give a 4X for anything else!

● Jase, Kylie, Bouncer and the gang are back. That's funny, I thought most of them were killed off.



Not all of the Ramsey street inhabitants are in favour of the race, so they set obstacles in your way. Mrs Mangel is a dab hand with a rolling pin, Todd Landers and his radio controlled car create havoc, as do the kangaroos that have escaped from the zoo.

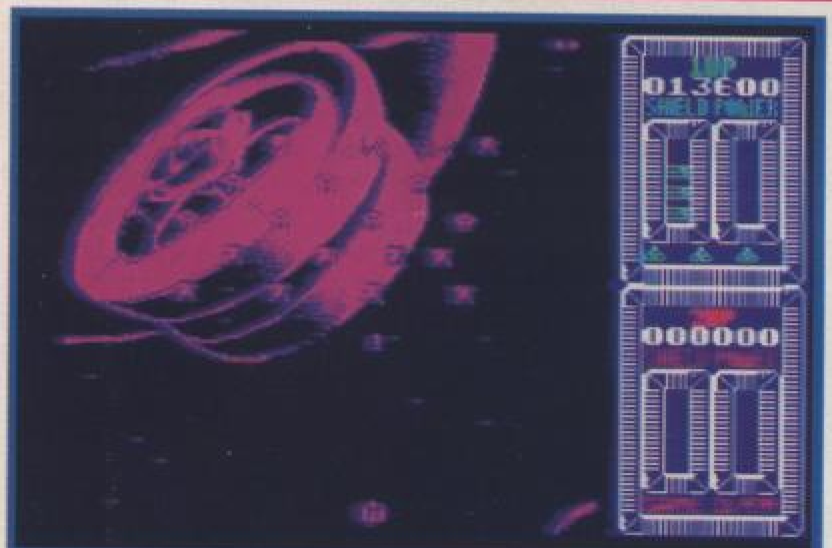
There are eight individual races set over four locations (two in each location): Ramsey Street, Lassiter's Complex, Erinsborough High and Anson's Corner. As you race your popularity meter rises or falls according to your actions; colliding with popular characters lowers your rating (are there any popular characters?), picking up rubbish increases it.

A bonus is awarded at the end of each race depending on Scott's popularity. If this drops to zero Scott is out of the race . As you trundle along you'll see the gates that Harold Bishop has set up and must pass through these to qualify. Also only the first three contestants over the finishing line will register, so make sure you skate like a bat out of hell.

Expect to see Neighbours on your computer screen very soon from those thoughtful chaps at Zeppelin. G'day cobbers.

They've back! And this time they're angry!

Super Space Invaders



● Takes you back doesn't it... all those well spent 10ps down at Ludlow fair!

Way, way back in the depths of time (well, around 1977, actually) a 47-year-old Japanese man came up with the ingenious idea of creating an electronic game where you shoot at aliens on a screen until they've all disappeared. Sounds exciting, doesn't it? (yawn). Well, for those days, it was absolutely amazing and it became a big success all over the world.

And now, 14 years later, Domark are rereleasing the game. To bring things up to today's standards, they've designed some rather spiffing backgrounds for the Invaders to crawl around on and lots power-ups, attack formations and special bonus stages.

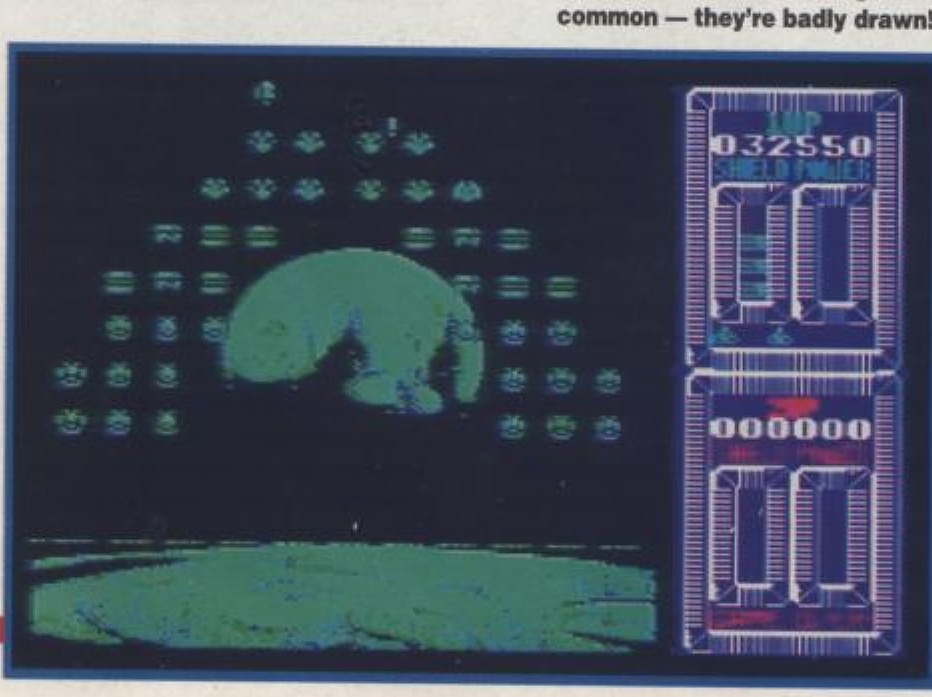
The original Space Invaders had wave after wave of aliens to be killed and the ultimate goal was only to get the highest score! Now you get gigantic mother ships at the end of each level and have only one weak spot to find. If you survive this there's Cattle Mutilation! This is a bizarre shoot-'em-up bonus where you must save your herd from the alien invasion!

Super Space Invaders will be landing all over the country from Domark, soon. Better phone home!

● Space Invaders revisited. But didn't you get enough the first time around?

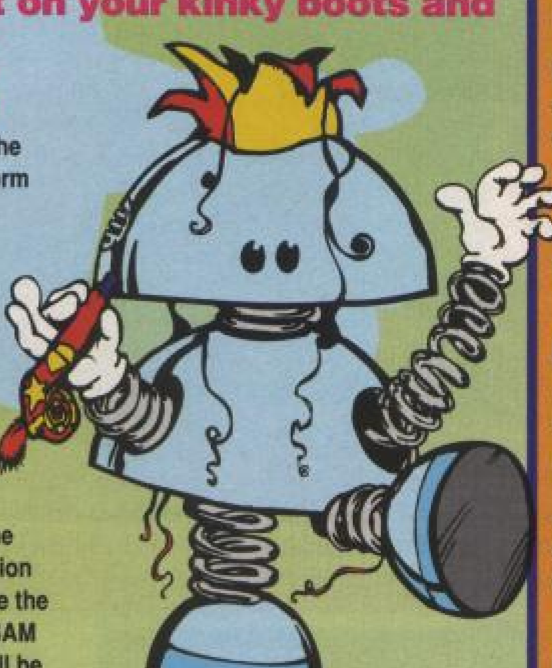


● These alien types come in all shapes but have one thing in common — they're badly drawn!



The SAM Page

Yippee! I'm back and I'm bad! And have I got some scrummy SAM news for you? (Yes.) CRASH is *the* mag for SAM coverage, so put on your kinky boots and walk this way...



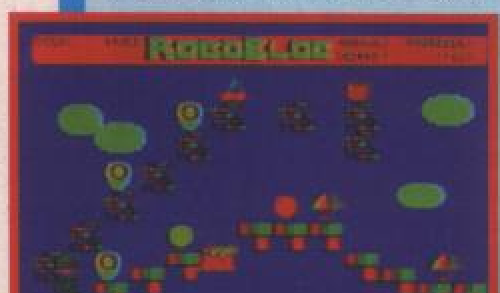
CHRISTMAS CAPERS!

SAM Co plan to take the Christmas market by storm with a brand new package to squeeze the best out of the machine and give it a flashy new paint job! (Wow!) Ol' Sammy's getting a 512K memory and a disk drive as standard — and possibly a new black case with grey keys!

A whole stack of software goodies will be bundled with the package, including an Exploration and Discovery disk to introduce the beginner to the wide world of SAM computing. This new Coupé will be a bargain at just £199.99.

POCKET MONEY PURCHASES

Disks worth a butchers this month include two from **Images SAM Software.** The first is a two game pack, *Give A Dog A*



Bone and Roboblob. Check out the graphic quality of the screenshots on this page — wow!

The second disk includes *The Chamber of Horrors, Lemmings, Baa!* and *Viz.* The horror demo is X-rated so it's not one for the faint hearted. The digitized animation is of a man with an exploding head and another having his arm chopped off! (Oh lovely! — Ed). The *Viz* demo features all your favourite cartoon characters, while *Lemmings* demonstrates what the SAM game could look like. *Baa!* is something you've just got to see: a trampolining sheep!

The disks are available from IMAGES — SAM SOFTWARE, 16 Hayton View, Ludlow, Shropshire SY8 2NU, for £2 each! Make cheques payable to J Roberts and tape coins to a piece of card.

AMIGA GRAPHICS ON YOUR SAM!

Bring the Amiga's great graphics to your SAM with an Amiga IFF to SAM converter, the latest utility to come from **Integrated Logic.** Get access to an Amiga and you can draw with their superior art packages then simply convert them to load on SAM. The only problem with using this method is the Amiga's screen is bigger so you'll have to select which part of the picture you want to convert.

My only moan about the system is the speed and layout of the software on the SAM side. A new disk loading system has been written and takes forever to load up the convertor. The IFF Convertor is an essential purchase for any SAM graphic artist.

Santa's software bundle!

Prince Of Persia
Revelation/Domark
£14.99



Put on your heroic head and help the young adventurer on his quest to save the princess (yet another girl's blouse — Ed) from the clutches of the evil Jaffar. Lots of jumping over large gaps, falling onto spikes and getting sliced in two by mega blades! That's if you're not careful where you're stepping.

Hexagonia
Revelation
£9.99

Lots of atomic mayhem in this hair-tearing puzzle game, spread over 70 action packed levels! See the review in this issue for the full story.

Impatience
FREDSoft
£9.99

FREDSoft's first release includes two addictive puzzle games in one pack. In *Tritex* you have to pair up the symbolsto clear each level and you even get mouse control! *Viking*, for two players, is based on an ancient board game.

Manic Miner
Revelation
£9.99

This classic Spectrum game of yesteryear has made it onto SAM — only this version is even better! Skim through 60 levels of upgraded and coloured graphics and boogie on down to the new toe tapping music!

Splat!
Revelation
£9.99

Another classic Spectrum game, this time the Incentive hit, *Splat!* You're Zippy, a character that can only be described as a 'thing', who has to escape from a really *weird* land. You've no control over the way the landscape scrolls, but you have to guide Zippy away from the walls and death! On the way out you can eat grass, plums and avoid traps like spikes and water. There are 21 levels to play, some of which are totally new!

Batz'n Balls
Revelation
£9.99

A mega tile game with the balls zipping across the screen, losing momentum the higher they get and forming an arch. Every level is packed with colourful MODE 4 graphics and the power up icons that can be collected will have you losing your mind with such effects as extra balls, expanding bats and slow motion play!

The Sound Machine
Revelation
£14.99

Any budding pop stars out there? Then *The Sound Machine* is just for you. You control SAM's voice box and can enter notes and songs using the simple menus, edit and improve them using keyboard, joystick or mouse. Eat your heart out, Kylie!



F-16 Combat Pilot
Revelation/Digital Integration
£16.99

In this corking flight sim, due out for Chrimbles, you can zoom round the landscapes with shaded 3D or wire frame graphics and attempt the daring missions waiting for you. Most of the graphics have been ported directly from the Atari ST so it's gotta be good.

If you have any stuff for the SAM Page, send it to: SAM Page, CRASH, Europress Impact, The Case Mill, Temeside, Ludlow, Shropshire SY8 1JW.

Look out - he's back!

PAPERBOY 2

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighbourhoods and houses, faces more targets and obstacles, in more vivid colours than ever before.

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Under 5s



Count up to nine to help teddy get the honey



Pair the large letters at the alphabet fair



5 to 7s



Tell the time and watch the clock come alive!



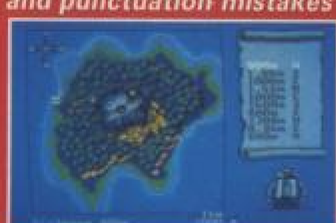
Guide the frog from log to log to solve the sums



Over 7s



Correct spelling, grammar and punctuation mistakes



Follow the directions to find the buried treasure



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Amstrad PCW		5211		5212		5213
Spectrum	9084	9085	9086	9087	9088	9089
Commodore 64	9076	9077	9078	9079	9080	9081
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Wotcha matey-peeps! Ol' Lloyd's developed a yen to see the world (senile dimensia has finally struck, I reckon) so he's off on a luxury cruise with a massive supply of paper bags (I'm not sure if they're to stick on his head or to be sick in). Anyway, taking over the driving seat in the meantime is MOI, your new Ed, Lucy. I've only been here a few weeks and I've already decided that CRASH is the light of my life and the centre of my universe etc, and we're going to make it even better. I've loved computer games since I was a kid (in fact, I want to take one home and have it's babies!) so I know loads about computers, life, the universe and everything really, and if I don't know (perish the thought!), Nicko or Mark will. So, anything you want to know, say or generally spout on about, drop us a line. The address is: CRASH, Europress Impact, Ludlow, Shropshire SY8 1JW. And don't forget the £40 software prize for the Letter of the Month.

TAPPED TERMINATOR

Hallo! This is Arnie Schwarzenegger writing from Hollywood to tell everyone to watch my new movie,Terminator 2.

Why? Because it's brilliant! Ja, and you know why that is? Because I'm in it! Ho, ho, ho! Ja, dat ist vehr gut. Oh sorry, there I go off in German again. I'm Austrian, you know. Of course you do, I'm famous. Ja.

You know how much I earned for Terminator 2? Not enough! No, seriously, £11 million. I think that works out at about £12,000 a word but I'm not sure because I didn't do sums at school. I preferred blowing up the staffroom with pump-action grenade launchers and my Uzi 9mm. Ho, ho, what fun! I don't know why I got kicked out. I still managed to become a teacher, though, remember? In Kindergarten Cop. Oh, whoops, that was a film; sometimes I kill myself!

I've seen some of the pictures of the Terminator 2 game and I'm quite worried. What if some little kid puts my eye where my mouth should be on that puzzle screen? Then I won't be able to shout 'Screw you, arsehole!' at the other Terminator, will I?

Oh, sorry. Does that mean this letter gets a 15 certificate too? You know, we don't have those in Austria, you English are so stoopid!

Anyway, thank you, danke schoen, for listening to my rubbish and stick around, 'cos I'll Be Back.

Arnie Schwarzenegger, California, USA, aka Daniel Bridgland, Cranbrook, Kent

Daniel, you're a complete plank. Go and hit yourself very hard with something wet and fishy (no prizes for guessing what) and get some therapy immediately (although I imagine it's far too late for that).
Ed

BLACK HOLE BLUES

I'm 20, and a student, which means: a) I'm a bit older than most of your readers, and b) I'm rather more skint. This in turn means my ancient, rubber-keyed Speccy only comes out of the wardrobe in the summer.

Between '86 and '89 when 'O' levels and 'A' levels (and girlfriends!) banished computer games from my life, the industry underwent a major change. Most of the small software houses disappeared, while the bigger houses only seemed interested in arcade conversions. There were few original games and people paid more for conversions — £9.99 used to be expensive.

CRASH changed, too — no doubt due to the pressures of the market, but the old quality wasn't quite there. Half the size, half the text had gone, and it was clear why. There was nothing to put in it.

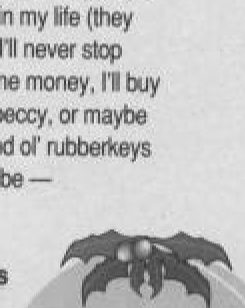
In Issue 38, March '87, the then editor wondered about the future for Spectrum computing, asking: 'Is innovation squashed out of the equation when corporations control the home computer industry? Let's hope imagination isn't sucked into the resulting Black Hole.'

I think it was.ThunderJaws isn't much of an advance on Scuba Dive, is it? And that's about eight years old. The only other Smash in Issue 91, LED Storm, is two years old and looks like Spy Hunter.

But CRASH is improving again. Issue 91 was better than the summer '89 issues. I'm intrigued to see how many of the readers' Top 50 games are golden oldies. That'll decide once and for all whether they do still make 'em like they used to.

Computer games are no longer the most important things in my life (they were! they were!), but I'll never stop playing. When I've some money, I'll buy the top of the range Speccy, or maybe even a SAM Coupé and ol' rubberkeys will retire to the wardrobe — permanently.

Glyn Evans,
Kidderminster, Worcs



There are still some good, original games on the market — it's just a matter of


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RAP GAP

Letter Of The Month

Here's a rap about the best mag — CRASH — and a game that I really need. Here goes:

The best computer mag is CRASH
All the others I think are trash
Considering what's in it, it's really cheap
And every issue, I'll always keep
Here's the main part of my rap
Please don't say that it is crap
There is a game that I really need
I want it so much my heart does bleed
I can't get it, not enough money
It's making me mad as a hot cross bunny
I cried for hours and went boo-hoo
Can you guess the game? I'll give you a clue
It's about football and it's really good
And because of this it put me in the mood
To play it with anyone who comes along
When I was playing I made up this song
So please, CRASH, sent it to me
Otherwise I'll cry like a big baby

(The game is called European Superleague).
Leighton Morgan, Cardiff

Bravo! Encore! Rap merchant extraordinaire! How nice to get an artistic groveller for a change. Since I'm a really, really, really nice gal (and anybody who disagrees is history), you get this month's software voucher — I trust you're suitably grateful!
Ed

finding them. I'm afraid in many ways I'd have to agree with your points. Let's face it, software houses are out to make money (who isn't?) to do this they use big names which draw attention away from the lesser-known games which are often ten times better. As for CRASH — it's the best (probably) and it's going to get even better.
Ed

STRING 'EM UP

One day I was routing through my few games when I came across Lords Of Midnight. After about a fortnight of constant playing I completed it. I wanted the sequel — Doomdark's Revenge — but no one had it.

Months later, I came across a copy of CRASH in my newsagents. To my sheer delight, I read that Doomdark's Revenge would be on the Powertape in the next couple of months (hurrah). I bought it immediately and would like to reward you in some way, but since I'm short of cash at the moment I'll enclose a piece of string which may come in handy.
Lee Rawlings, Hull

It just goes to prove that CRASH is totally brill and caters for every need (hype hype). Thank you for the piece of string, Lee. Unfortunately, hanging was abolished some years ago, which is the only possible reason I can think of for having a piece of string around here, but it was a nice thought.
Ed

CLUBBING TOGETHER

Dear Sir

The commercial video game celebrates its 20th anniversary next year. The first one — Future Space — was designed and built by American Nolan Bushnell in June of 1972. He only sold 200 copies but by 1974 he had a winner with Pong.

Nolan then created Atari and a string of hit games, but it was the Japanese who sparked the video revolution. In 1977 the Taito think tank unveiled Space Invaders and the world never looked back.

The video game industry is still very strong. Originators such as Atari, Williams and Taito churn out winners and dozens of other companies release quality games which entertain millions in the thousands of arcades worldwide.

The games have been around long enough to gain plenty of enthusiasts. Many, like myself, have grown up with the machines and have let them invade their own spaces — ie, bought machines to play in our own homes.

I'm now urging video game fans to form a club, society or association for anyone who's fanatical (or even mildly interested) in coin-op videos.

The club would inform members of game developments long before games appear in arcades, gather as much information on machines as possible to help people who are interested in buying and repairing games. It would also bring people with a like-minded interest together.

Anyone interested in joining should write to: 109 Ratcliffe Road, Loughborough, Leicestershire LE11 ONR, and I'll send them all the relevant information.
Steve Pagett, Loughborough, Leics

What a good idea! Thumbs up to you, Steve — video games are now a huge market and it's about time they got some recognition. So, game freaks, here's your chance to get all the gen on your fave games etc or get together and knock each other's blocks off deciding which games are the best.
Ed

BUBBLE TROUBLE

I'm a well-wishing, mutant perv merchant from Jupiter. I refer to the letter sent in a previous issue by Zob — the one with a craving for turning into a piece of paper and having sex with your hand. I find turning oneself into a bar of soap gives more sexual pleasure to both parties involved.

One disadvantage with being a bar of soap is you dissolve into goo before long -

DEADLY DOLPHINS

I recently read that Amstrad plan to stop manufacturing the +2 Speccy after Christmas. Is it true? Amstrad deserve a slap with a wet dolphin, let alone a haddock, for their lack of support for the Speccy.

In 1986, Amstrad bought Sinclair Research and their only notable use of this has been the Speccy +3, which they killed off recently in favour of their CPC (which doesn't seem to have done too well). Amstrad could quite easily make a Spectrum to knock spots off the SAM (not to say that the SAM isn't a great computer) and I'm sure there are many faithful Spectrum owners who would buy such a computer.

Sir Clive created a computer that survived eight long and rapidly changing years, so why can't Amstrad? But maybe it's already too late. So what happens to the Speccy? Although software houses won't stop producing games immediately, it looks set to be a gradual let down, like with the +3.

The chances of a golden Speccy rising from the ashes is about as likely as a sudden aerial bombing by flying pigs. I, personally, am saving up for a Atari STE. The Spectrum moves to the attic...
JL Sinclare, London

You traitor you! And with a name like Sinclare, too! How could you even think of deserting the Speccy like that? Bashing Amstrad with a wet dolphin wouldn't be particularly constructive (and most unpleasant for the poor dolphin, I should think). No, the +2 isn't on it's way out, so ne ne ne ne ne! Abandon ship if you wish, JL, but they don't call the Speccy, Spectrum 'Phoenix' Sinclair for nothing (in fact they don't call it that at all).
Ed

'EAR 'EAR

I've made an amazing discovery! You can rig your Speccy up to headphones. Here's how:

1. Load a game.
2. Get a pair of headphones with a 3.5mm jack.
3. Plug them into either the Mic or Ear socket on your Speccy (Mic for high volume, Ear for low) and Richard's your relative! (Or should that be Bob's your uncle?) Anyway, you should now be getting Speccy audio power straight through your earphones!

Lee Clarke, St Albans, Herts

Hmm, Clever Trevor or what! Okay, go to the top of the class and give yourself a gold star, or whatever else you want to give yourself.
Ed



irreversible personality problems - I'm talking GOO-GOO GA-GA. So change back in time unless you want to eat baby food for the rest of your life - understand?
CJ Perv, Twickenham, Middlesex

Yes, I understand perfectly. Now, since you're a well-wisher, why don't you wish yourself well away from decent, self-respecting folk and go back from whence you came, you filthy beast. In fact, Australia might be a good one — you could always join a soap opera. Prisoner Cell Block H, perhaps?
Ed

COUPÉ CRAZY

First, my +3 asked me to tell you this:

I'm a Speccy, as
bored as can be
I've got nothing to
play on you see
I need more
games
£40 worth, I claim
That would make
my day, probably.

Should I trade in my +3 for a Coupé? Would CD games load into it? (I have the games pack.) Is there any way of getting my disk games on to it? Are the big companies going to make any SAM only games?

I thought when I bought the CD games pack that some more CDs would come out! I haven't seen any so far. Are CodeMasters planning any more? It was an excellent idea — I only wish they'd follow it up.

People are wrong to complain about the price of software. There doesn't seem to be any complaint about music CD prices — up to £20 — which cost pennies to produce. I'm disappointed, though, that disk games cost at least £5 more than tapes.
Robin Haynes, Chorleywood, Herts

Yes, why not, they're damn good machines (right, SAM Co, you owe me one). Yes, probably (but test it first). Yes, if you get a SAM Co Messenger you should be able to save your Speccy games to disk. A definite maybe. Probably not.
Ed



WONDERS NEVER CEASE

Hello there!

I'm a 128K Speccy owner and a very unhappy one at that! I've three worries to point out about the 'WONDERFUL WORLD OF SPECCY!' (how frail these words now sound)!

1. The quality of Speccy games doesn't reach that of the 16-bit world (due to graphics and sound), but programmers can improve on playability and addictiveness if they spend as much time on them as the 16-bitters. It seems when Amigas and Atari STs came out programmers thought the Spectrum was a bit crap, so they learnt 16-bit language. (They have no brains, do they!) There's No.1 off my chest, now for No.2.

2. Mr Software Piracy is zipping around the country again (naughty little fellow, isn't he?), due to VAT (Very, Annoying, Tax!). It would help if VAT didn't affect software. Couldn't publishers put a protection system on some games to cut costs?

NEXT!

3. These 'ere Spectrum magazines, one of you will have to go! I get CRASH and Your Sinclair. Sinclair User will have to go! There's always millions of them left on the shelf! They increase the number of games to make people buy it, and it still doesn't work! I feel quite sorry for them. CRASH is simply the best, better than all the rest, and will lead Speccys into the Nineties.
David Worsley, VIP (very important player)

That's telling 'em, Davey-boy! Sock it to 'em! (Although I'm sure programmers will be a little bit miffed to hear they have no brains.) I'm sure publishers would love to make themselves VAT exempt but it's not quite as simple as that. VAT men are like fleas — they're a constant annoyance and they get everywhere. As to CRASH being the Numero Uno Speccy mag: Need I say more?
Ed

SPECCY POWER

Many moons ago, I owned a Commodore (spit!) Vic 20, and although I enjoyed using it, my heart was always for a 128K+2A Speccy. In 1989, I finally received one. What joy! I treasured it, cared for it and loved it dearly. But then I noticed the likes of the Amiga, ST, Sega, Megadrive, Nintendo and more. Had the Speccy been thrown out of the market to a life of mockery and begging? It appeared so.



I had nightmares about it. Was this the end? Then one day I found a Top 20 all formats chart, and 11 of the entries were Speccy games! Next to this chart I saw a curious little mag called CRASH for Speccys only. 'Yippee!' I cried as I bought it, the Speccy was alive and kicking, with so many games being produced for it of such a high quality.

The Speccy is such a fabby 'mature' machine isn't it? It's cheap and totally brill, and as far as I'm concerned the 16-bits can hang their microchips in shame, because the Speccy is here to stay.
Wayne 'Sensible' Brown, nr Ulverston, Cumbria
PS Did I sound too excited? I get like that when I'm writing about something I believe in.

Now just calm down, Wayne, we all know the Speccy's great but foaming at the mouth isn't going to help. (Incidentally, I hardly think 'sensible' is a very appropriate middle name.) No, the Speccy is not dead — masses of letters a week confirm that. In its own way, it can compete with the best of 'em.
Ed

Okay peeps, that's your lot for this month. Hope you all have a smashing Chrimbles (loadsa lubbly new Speccy games!). Keep the letters flowing and for next issue we want photos of the weirdest looking snowman (if there's no snow, you'll just have to be inventive!). Best pic gets a free game from the CRASH goodie bag.

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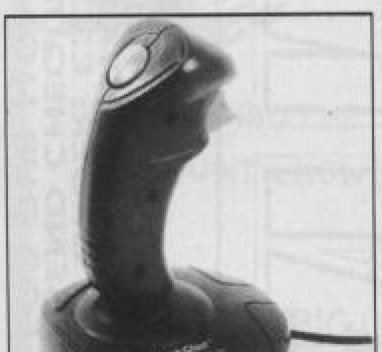
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KWIK SNAX
82,050 Derek Bell, East Kilbride, Strathclyde, Scotland
81,863 Matthew Andrews, Ringwood, Hants
80,000 Alison Louise Messham, Aintree, Liverpool.

ROBOCOP 2
17,545,765 Stephen Elliot, Liverpool
17,015,900 David R. Gilson, Hull, Nr Humberside
1,647,750 Paul Jones, Llandudno Junction, Gwynedd, North Wales.

AFTER BURNER
99,776,060 Leigh Jackson, Beverley, N.Humberside

TARGET RENEGADE
6,954,847 Edward Hellgar, Finch Field, Wolverhampton
6,844,920 Sean Brightman, Romford, Essex
5,345,230 John Minter, Hastings, Sussex

SPIKE IN TRANSYLVANIA
12,320 Jo Roughton, Alvechurch, Birmingham
11,986 Ben Williams, Brighton, Sussex
Completed by Ben Gardner, Forest Fields, Nottingham

TURTLES
899,560 Daniel Jackson, Middlesbrough, Cleveland
472,788 Stuart Chapman, Epworth, Doncaster
81,000 Edward Hellyar, Wolverhampton, W.Midlands.
53,990 David Gilson, Hull, Nr Humberside.

BOMBJACK
924,220 Sean Brightman, Romford, Essex
649, 390 William Ladley, Crewe, Cheshire
327,840 Chris Adnitt, Reading, Berks

NARC
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206,600 Thomas Price, Feltham, Middlesex.

NAVY SEALS
198,775 Andrew McDonald, Stornoway, Isle of Lewis
189,644 D. Duckley, Manchester

NEW ZEALAND STORY
1,910,020 Martin Fewell, Eagle Stone, Milton Keynes.

OUT RUN
4,306,580 Mark green, Sale, Cheshire.

DIZZY
83,600 Lars Arell, Jonkoping, Sweden
Completed by Thomas Price, Feltham, Middlesex
Completed by Ray Harris, Edingburgh, Scotland

DIZZY 3
Completed by Martin Cocksedge, Edlington, Doncaster

RAINBOW ISLANDS
18,277,460 Martin Fewell, Milton Keynes
1,830,540 Martin Cocksedge, Edlington, Doncaster.

EXECUTIONER OF THE MONTH

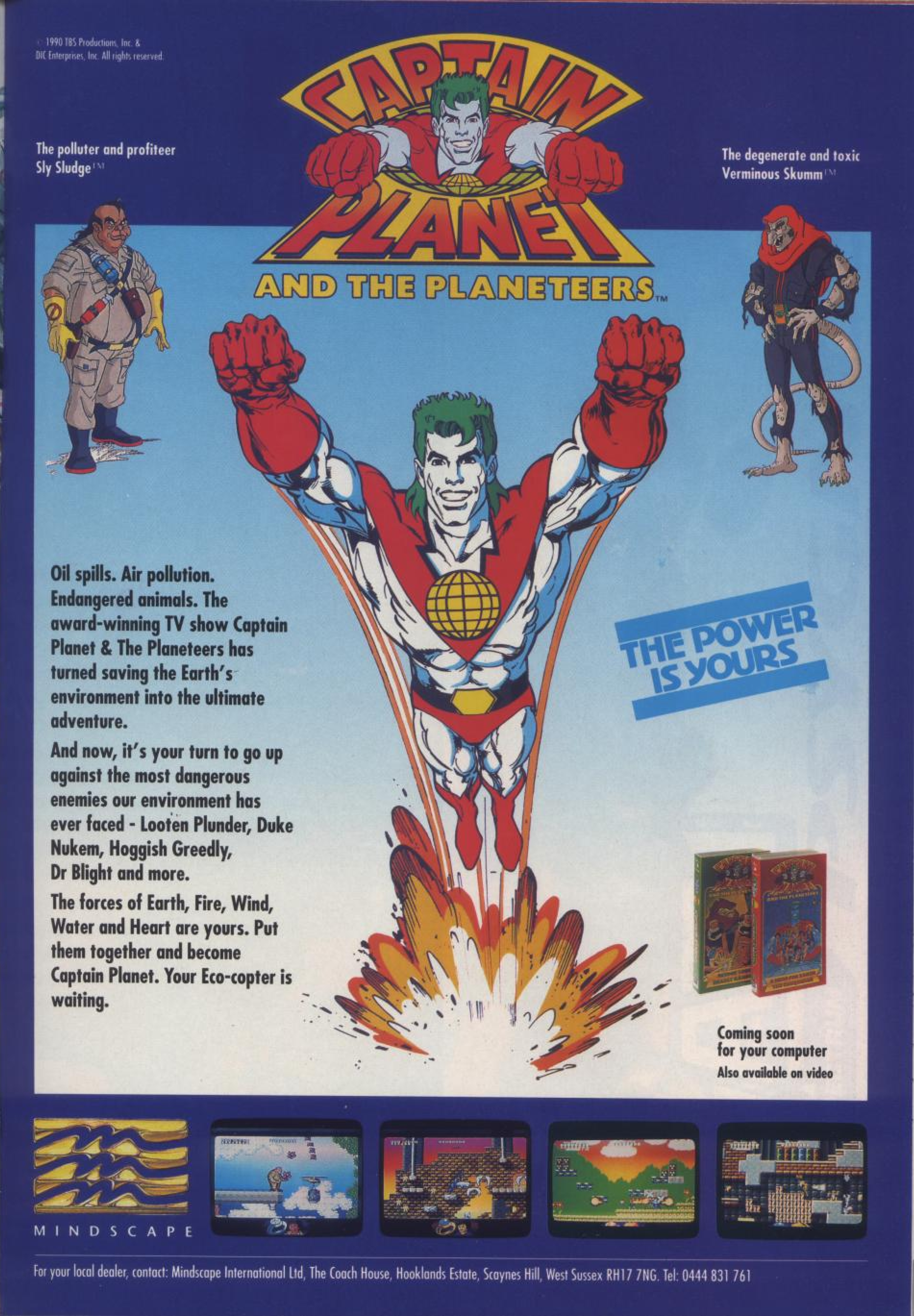
It's Mr Macho Man William Ladley from Crewe in Cheshire with ahi-score on Bomb Jack. Let's hope his torturing is as good as hisbombing!



1992

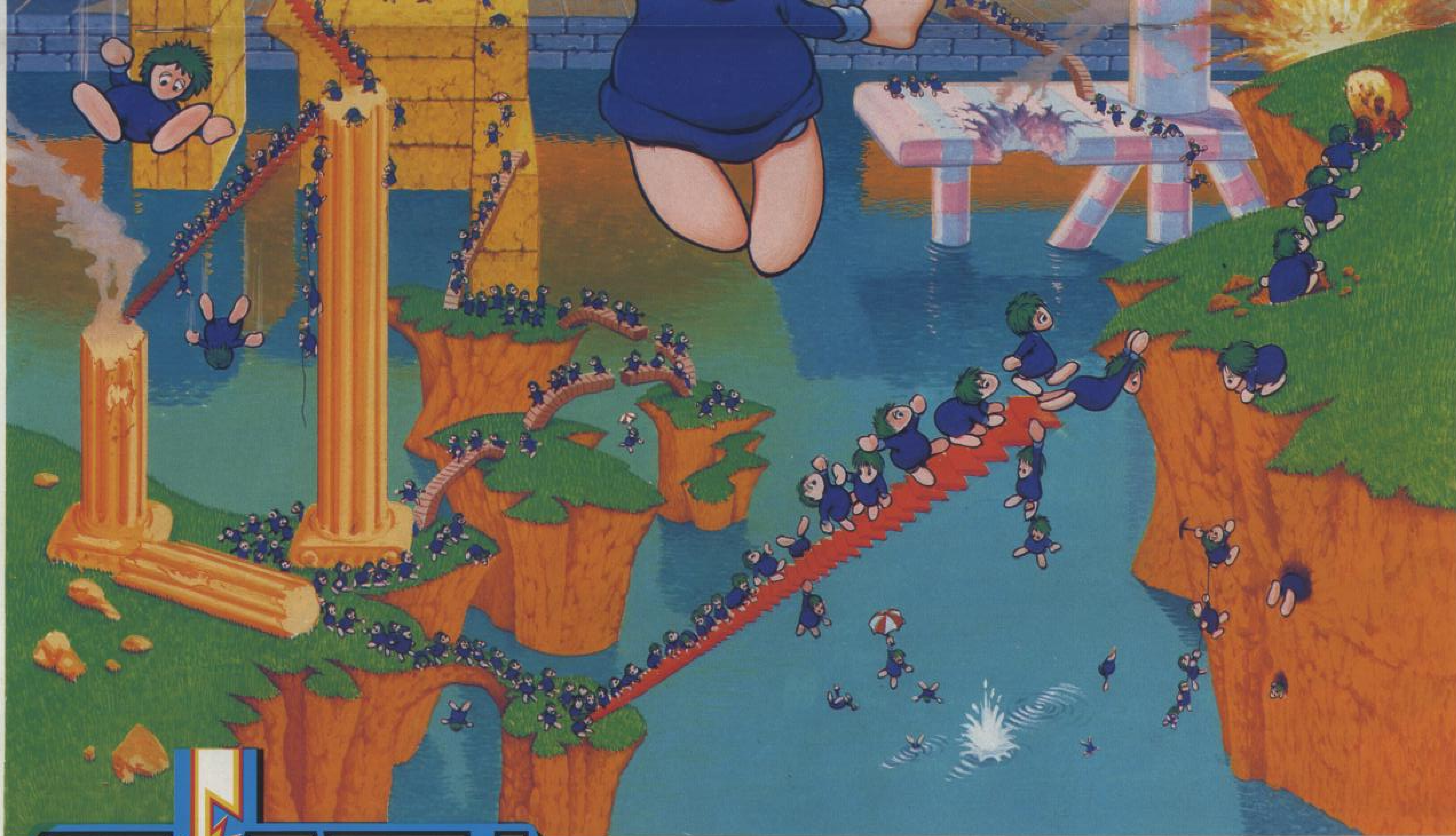
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Tues	. 6 13 20 27 ...	. 3 10 17 24 ...	1 8 15 22 29 ...
Wed	. 7 14 21 28 ...	. 4 11 18 25 ...	2 9 16 23 30 ...
Thu	1 8 15 22 29 ...	. 5 12 19 26 ...	3 10 17 24 31 ...
Fri	2 9 16 23 30 ...	. 6 13 20 27 ...	4 11 18 25 ... ...
Sat	3 10 17 24 31 ...	. 7 14 21 28 ...	5 12 19 26 ... ...
Sun	4 11 18 25	1 8 15 22 29 ...	6 13 20 27 ...


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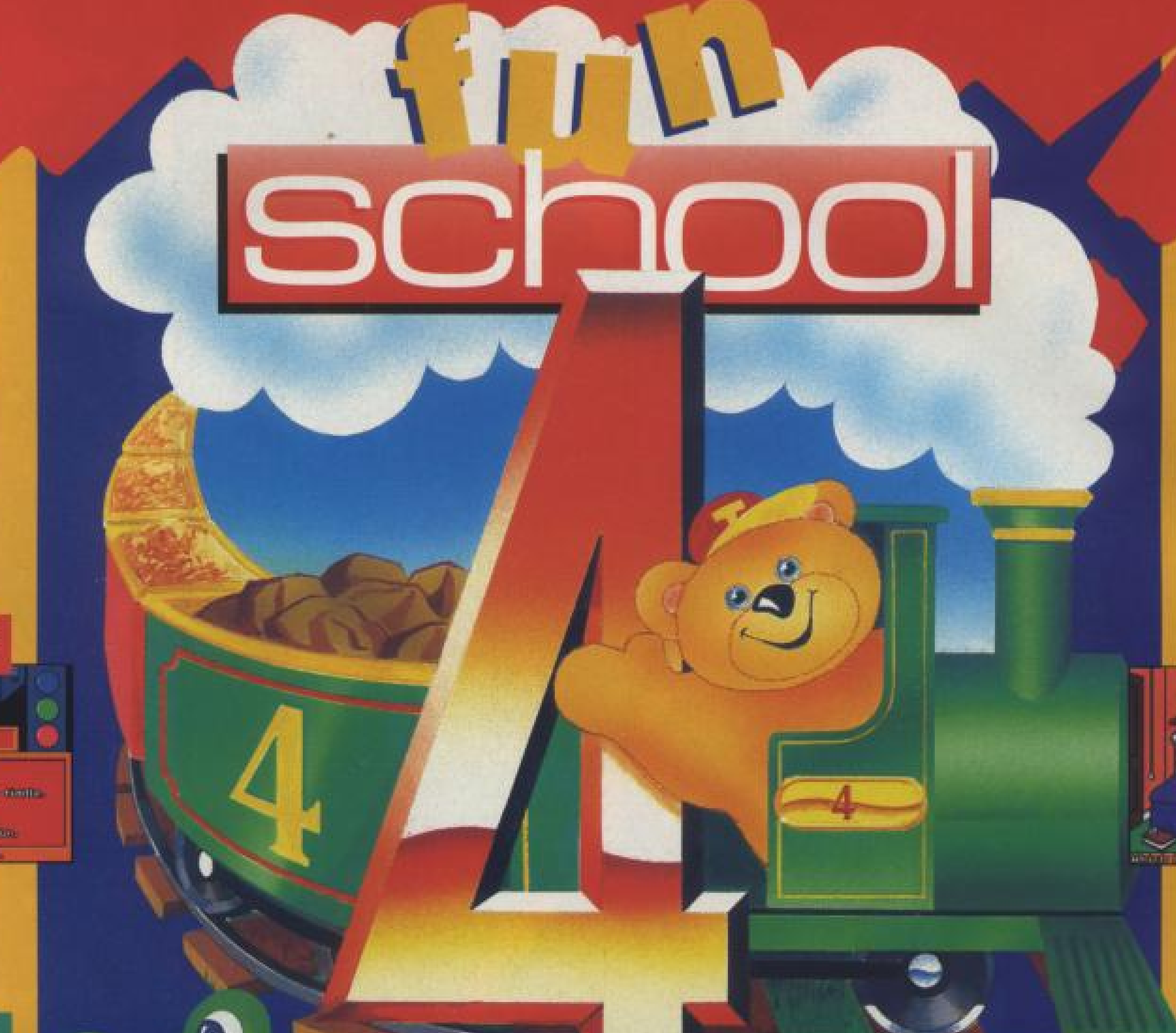




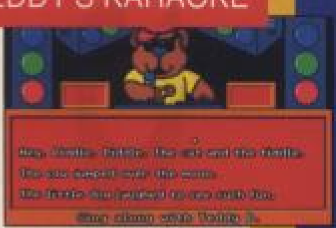
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TEDDY'S BOOKS



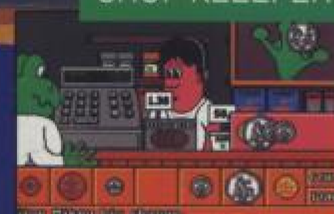
Select the correct number of Teddy's bedtime book.

TYPING



Type the correct letters and words and save Freddy from the crocodile.

SHOP KEEEPER



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PRICE £	24.99	24.99	24.99	12.99	16.99	12.99	16.99	12.99	16.99

Archimedes and PCW versions will follow in early 1992.
Spectrum, C64 & CPC available early November.
Amiga ST & PC available end of October.

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Nick's playing TIPS

Hello again, Speccy pals, I'm back again with another souped-up, turbo tips section with no added colours or preservatives! The festive season is here again and we've bought loads of decorations for our flashy new office. The trouble is that 'The Management' won't let us use Sellotape on the shiny new walls so we have had to stick up the tinsel with Blu-Tack! It works fine on the small decorations but when Corky stuck a fairy above his desk he soon had her bum in his face. He didn't mind, of course.

It's a bit of a shortened tips section this month; I've had to make way for the groovy Europress Impact promotion in the centre of the mag. But I don't mind — it gives me a good argument to have a bumper tips special in the future.

Because of our enforced holiday (see Happenings), lots of you have stopped sending in letters for me to open. This has pleased Mr Postie, as he has to carry the sack with them all in, but not me. So come on, put pen to paper and send in any tips, cheats, POKEs or maps on any Speccy games past, present or future(!) to the address at the end of the tips.

DRAGONTORC

Here's everything you will ever need on the CRASH version ofDragontorc from Jon Rose of Bognor Regis. He's included a POKE that can either be multifaced or MERGEd into the program, hints, tips and a solution!

1 ■ the poke

POKE 58337,255 for infinite energy

2 ■ the general tips

(i) Gain extra % by finding all the exits in the Henges and collecting all the spells.
(ii) Once you've collected the 'warrior gem', use it to kill goblins, skeletons and spiders. Don't risk your elves or 'missile spell' unless you have to.
(iii) Don't try to finish the game in one sitting. You'll enjoy it more if you save it after about two areas cleared using these cut off points.

3 ■ the solution

Find a bow and arrow. Give it to one of the elves to gain a sickle. Use the sickle to cut down the 'energy herb'. Lift one of the slabs to gain a jewel. Give it to an elf to get a message. Search a pool for the 'missile spell'. Lift the other slab to get another message. Drop Merlyn's seal in the henge, return to hole under slab and descend into...

★ Vaults Of Locris

Kill skeletons before you start to explore. To gain letters X and T, search a skeleton and a pile of rubbish. To find I, move to the room with a stool and a fireball in it. Use servant on stool — it turns into a chest. Open all the other chests to gain two keys. Open chest near fireball and take half moon. Search chest for letter I. Search another chest for 'leyrod' spell. Get other spells from pools. Place X, I and T over letter E — a cube appears. Taking leyrod and half moon, touch cube and return to henge. Pick up Merlyn's seal. Using leyrod to find exit cubes, follow yellow route twice. You will now enter...

★ Webwood

Look for a stick and pick it up. Move stone with stick and take axe. Use Merlyn's seal on slab and go down hole into Merlyn's cave. Unlock chest with Merlyn's seal and read message. Drop message and half moon. Go to next room and take warrior gem and milk. Go down exit and chop stump with axe. Search for a log. Use milk to tempt out hedgehog. Take hedgehog and return to chopped stump. Use hedgehog to reveal key. Return to Merlyn's cave with key. Unlock door and open chest with Merlyn's seal. Take Halgor's seal and half moon and toddle off to...

★ Halgor's Sanctuary

This is found in wolf wood. Search for energy herb. Find skeleton and search it to find divining rod. Use rod in pools and leaves to find bane jewel and crystal of antithought. Open slab with Halgor's seal. Go down hold and read message. Drop all but Halgor's seal. Go through door and kill spiders with Halgor's seal. Collect spells that they leave behind. Use return spell. Search tomb for door key. Taking half moon, stroll off to...

★ Witchwood

Find message with starts 'Batswing...'. Find and take bat, herb and frog — the frog is in a pool. Put these in a cauldron and collect wand. Use wand on slab in next room. Take gem and spell. Give gem to elf in return for the other half moon. Make a whole moon. Use wand on magic sword and take it. Use sword on sapling and make magic broom. Sweep leaves with broom to find a large stone and a message. Read message. Move slab in woods for light spell. Use whole moon on stone and take moon and sword into...

★ Sanctuary

Use mantle against Demon's missiles. If you touch cursed scroll, use leyrod to reveal exit. Use sword on scroll to get a message.Take sunkey and green key from goblins. Use light spell in dark message. Use sword on spiders for more spells. Unlock chest, kill demon to get two messages. Also get locate spell from Demon. Search for two adjacent doors. Use locate inside room to find chest. Unlock chest and take cursed key. Read message. To find key to open locked doors search, dark room using light spell and wand to find key under a stone carving on a wall. Search tomb with servant to find wall spell. Use bane on wraith. Open locked door with key. Open chest. Drop old key and take new door key from chest. Go through dark room and open locked door. Use full moon and sunkey to reveal cube. Taking sunkey and cursed key, touch cube and re-enter...

★ Vaults Of Locris
Open locked door with sunkey. Search tomb with servant to find undo spell. Avoid fireballs and use bane on wraith. Use undo spell on cursed door, a moon symbol appears. Use undo to release crown and take it. Use return and place crown on anvil and destroy it with crystal on antithought. Trip off to...

★ Dreamdowns
Use either warrior gem or elf to kill goblins. Search for squirrel and get him to search leaf piles for a stone and a torch. Light torch on fire and give bow to elf in return for a nut. Give nut to squirrel and take key. Enter ruins and take snake symbol. Use snake symbol on slab and take demon spell. Exit ruins and use snake symbol on slab in woods. Taking snake symbol and a lit torch, do down hole. Go through door and use torch on snake symbol you find there. Kill snakes with snake symbol and use snake symbol to open doors. Open chest with snake symbol and take crown symbol. Search tomb with crown symbol and take crown and message. Use return and place crown on anvil. Now it is time to go to...

★ Trollstones
Use warrior gem on imps. Search leaves with servant to find bane gem. Search stump for coin. Catch bird for message. Search stump for coin. Swim in pool to get to...

★ Hellsmouth
Use missile on bats and torch on the snakes. Use axe on eggs. Take chest key and open chest with it. Take crown symbol and place it on cursed key. Take cursed key and open door with it. Use demon on demon. Take crown and use bane on eyes. Use return and place crown on anvil. Next you descend into...

★ Cursed Crypt
Use mantle as protection. Find rabbit and put him down hole retrieving key. Unlock chest with key and take ankh. Fetch rabbit and put him down hole again, taking spell. Take rabbit to carrots to find slab. Use ankh to move it. Take ankh, cursed key and torch down hole. Use bane on wraiths. Place ankh against ankh on wall. Take ankh and repeat this again in another room — a crown symbol appears. Match this to crown on wall to make exit appear.

Use cursed key on locked doors, keeping mantle on to protect from snakes. Open blue chests with blue keys. Take spell and key. Use key on room which leads to three wraiths. Use bane on them and key on other door. Search tombs with crown symbol. Take crown, use return and place crown on top of anvil. Put crystal on antithought on top of magic to get message. Take crystal of antithought to cursed crypt and touch hand with it. Take hand to...

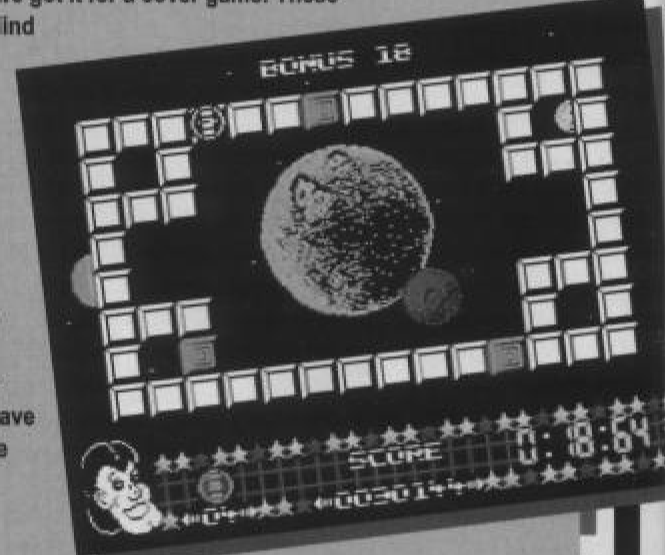
★ Wyrmwood
This is full of all sorts of mean critters so be very careful where you go. The warrior gem may help to start with. Search leaves and pools for spells and gems. Give gems to elves in return for a torch, key and a missile spell. Use key on chest and take detect spell. Light torch on fire and incinerate snakes with it. Use key dropped by goblins to open another chest. Take bow and door key. Give bow to elf. Open door with key and kill one of the goblins yourself. The elves then enter and finish the job for you.

Open next door, taking elves with you. Open next door killing bat before it gets to the elves. Open left hand door. Use detect to reveal goblins guarding chests. Lead elves onto goblins. Take key and open both chests taking pentagram symbol and undo. Search for pentagram on wall and place your symbol against it. Drop key and symbol. Use mantle and missile against demon. Search for a pool which builds up your energy. Find green key and drop it. Put torch near it to kill snakes. Use undo on key and open chest. Take key and open door with it. Lead elves onto goblins (or use missile).

Now you meet Morag. Use slow or unseen here. Put hand on crown above Morag's head. Take crown and wand and go left. Use bane on wraiths. Place wand on fireball generator and take key. Use flashing key on door and kill snakes with torch. Use wand to find chest. Open

THE BOBBY YAZZ SHOW

I thought this was a wicked game when CRASH reviewed it all those years ago; it was a real pity when it wasn't released. Never mind, though, because we got it for a cover game! These solutions to the blind levels in the game and POKEs have come from John White of Peckham.



● Type in this listing and save it for future use. When you run the program all you have to do is load in the game from the beginning.

```
10 CLEAR 24990
20 LOAD ""SCREEN$
30 LOAD ""CODE
40 POKE 51685,0: REM INFY ICONS
50 POKE 52036,0: REM INFY NO NASTIES
60 POKE 53144,0: REM INFY TIME
70 RANDOMIZE USR 47660
```

■ Key: U-Up, D-Down, L-Left, R-Right. Don't count the starting position.

Level 2 - 7U, 6R, 2D, 3R, 2D, 1L, 3D, 4R, 1U, R
Level 6 - 3R, 4D, 2R, 3U, 2R, 4U, 3R, 6D, 2R, 3U, R
Level 10 - 3R, 5D, 5R, D
Level 14 - 7L, 7D, 4R, 5U, 2R, D
Level 18 - 1R, 4U, 4R, 2D, 2L, 3D, 4R, 1D, 6R, 4U, 2L, 1U, U
Level 22 - 2R, 2U, 2R, 1D, 1R, 2D, 1R, 1D, 4R, 4U, 2R, 1D, R
Level 26 - 1U, 10R, 4U, 3L, 1U, U
Level 30 - 7L, 7D, 7R, 4U, 1L, D
Level 34 - 1U, 1R, 2U, 1L, 3U, 3L, 1U, 2L, 1D, 3L, 1U, 4L, 4D, 8R, 2D, 1R, D
Level 38 - 3U, 6L, 7D, 8R, U
Level 42 - 11R, 5D, 1R, R
Level 46 - 7R, 4U, 5L, 3U, 1R, R
Level 50 - 1L, 1U, 2L, 4U, 6R, 2U, 2R, 2D, 1R, 3D, 2R, U
Level 54 - 6R, 2U, 1L, 2U, 2R, 1D, 4R, 1D, 1R, 3D, 1L, 1D, 2L, 1U, 2L, 2D, 5L, 1U, 1L, L
Level 58 - 3R, 2D, 2L, 2D, 9R, 2U, 2R, R
Level 62 - 2R, 3D, 1R, 2D, 5R, 6U, 1R, R
Level 66 - 3U, 1L, 2U, 2R, 1D, 5R, 2D, 1R, 2D, 5R, 3U, U
Level 70 - 5U, 2L, 2U, 4R, R
Level 74 - 3R, 5U, 4R, 1D, 4R, 2D, 5L, 2D, 3R, 1D, D
Level 78 - 6D, 7R, 2U, 2L, 2U, 1R, 2U, 1L, D

■ A little cheat from Stephen McMahon of Bellshill:.
Enter SOS on the high score table to be able to change the Level you start the game on.

it with green key. Use wand on snakes and magic. Take mindkey from chest. Take wand, pentagram symbol to exit cube and other pentagram symbol. Drop pentagram. Open next green door with mindkey. Use yellow key to open chest — watch for axes. Use wand on axes. Take pentagram symbol from chest. Place pentagram symbol on chest when missiles fly out. Use other pentagram symbol to reveal cube. Taking crown, enter cube going to...

★ Cairndoom

Open doors with mindkey. Use missile and warrior gem on various nasties. Search for giant stone. Use mindkey on stone to reveal Merlyn. Give crown to him and give yourself a pat on the back for completing the game!

LEAGUE CHALLENGE

All you footy fans pay attention now because Richard Hotchkiss of Telford has been fooling around on his Speccy and come across a handy way to cheat on Atlantis Software's League Challenge . Following these instructions you can get your team's fitness and skill up to a huge nine!

1: Load up the game as usual in 48K mode.
2: When the game has loaded, sign on and choose a team from the list.
3: When you get to the mid-week options, press BREAK and input this line:

```
1251 LET S(A)=9: LET N(A)=9: LET M=M+10000: REM M IS THE MONEY!
```

Now in line 65 where it says all that stuff about 'you can only have 11' change the 11 to 15 (not the 11 in the speech marks!). No one, not anyone could beat you now.

To resume the game, type CONTINUE or GOTO 800.

BACK TO THE FUTURE PART III

Even though there will be no more Back To The Future games, Mirrorsoft themselves have sent me these handy tips. Many thanks go to the ever helpful Alison Stroud (I love ya lots, Ali).

★ GAME ONE — THE BUCK BOARD CHASE

1. Pick up all the luggage that Clara has dropped from the back of her runaway buck board; luggage equals points (and what do points make?).
2. On the vertical section, pick up the discarded gun: this allows you to fire three shots at a time.

★ GAME TWO — THE SHOOTING GALLERY

1. You can shoot at stationary items as well as moving targets.
2. Shoot at the different-coloured ducks for a special bonus.
3. Don't shoot the granny as she will cost you 25,000 points.

TARGET RENEGADE

This is a birova oldie as it first appeared back in Issue 38. Credit for these wonderful tips goes to Jon Hopwood and Steven Baker from Maidenhead.

★ LEVEL 1

This level is set in a multi-storey car park which consists of four floors. Firstly you must walk to the right, which requires that you dismount the bikers using a flying kick. Once you've kicked them off the bikes they'll proceed to attack you with fists and clubs. The rider takes five hits to destroy, whereas the others only take two hits. Use the club to break a few skulls. On floors 2 and 3, continually scroll from right to left without being attacked. Use this method when on floor 4; you're only required to defeat one biker and one man before answering the phone.

★ LEVEL 2

Here you are attacked by a streetwalker and a pimp with a walking stick and a gun (which fires only six bullets). Firstly attack the woman and deck her with three punches. After the pimp's bullets run out, move into him diagonally and lay into him with three duck punches.

★ LEVEL 3

Now come a vicious pair of skinheads: a large one who needs five hits to deck, and a smaller but deadlier one who needs six punches. Always attack the right-hand man first; do this and you will have little trouble reaching the phone in time.

★ LEVEL 4

The Beastie Boys and their faithful mutts need to be removed quickly. The men take six hits and the dogs require three ducking punches before they head for doggie heaven. Be Warned!!, watch the timer as you go 'cause speed is of the essence here.

★ LEVEL 5

Now eight bodyguards (but only two on the screen at one time, you'll be pleased to hear) attack you. Each are defeated by eight punches (a combination of high and duck punches). Finally Mr Big arrives and he requires 14 high punches to defeat, but watch out for his massive arm that will throttle you if you step too close. As long as you keep your distance you shouldn't have too much trouble in despatching him. When he is unconscious, sit back and enjoy the fab end sequence.

RENEGADE 3 — THE SURVIVOR'S GUIDE

Issue 55 saw these stonking Renegade 3 tips appear in the hallowed halls of ZZAP!. Many thanks go to Andrew Roberts from St Helens for sending them in.

★ LEVEL ONE — THE STONE AGE

Being the most difficult level, many people will have been measured up for a straitjacket by now, but never fear 'cos help is here. The safest way to dispose of the dragons is to low-punch them (they have a very nasty habit of biting your head off otherwise). This is also the best way to dispatch the Captain Caveman-style human inhabitants — kicking them usually results in a club over the bonce. Incidentally the club that Renegade can pick up doesn't have a use until Level Two, so you'll have to wait to crack a few heads open. Twelve enemies must be killed at the end and the halfway point.

★ LEVEL TWO — ANCIENT EGYPT

Using the club from Level One will help you dispatch those 'dogs' a lot easier than with just your fists. If you lost a life or missed the club, don't despair 'cause you can either high-punch or flying-kick them. The large mummies are easily killed (if you can kill a mummy), but their smaller counterparts are a right pain in the botty. Although it is possible to punch them as they jump up, also beware of dripping water (and acid).

★ LEVEL THREE — THE CASTLE

Most of the enemy troops here take 3 or 4 hits to kill. It is best to use a flying kick on the Knight and low-punch the jesters.

The dragons can be killed with three high punches. And if you come up against a seemingly impassable wall, kill 14 or so enemy soldiers and it will lower (it's a drawbridge dummy). The Knights on the hobby horses can't be killed, you have been warned.

Told you things had been shortened slightly this issue, but I can promise you that I'll Be Back and make up for it next time with lots of lucious pages. Send all your mail to: NICK ROBERTS, PLAYING TIPS, CRASH, EUROPRESS IMPACT, CASE MILL, TEMESIDE, LUDLOW, SHROPSHIRE SY8 1JW. The best every month will get £40 of software to spoil his or her Spectrum with!

Adventure Trail

Hundreds of adventure freaks piled into Birmingham last month for the second Adventure Probe convention. Our very own adventure addict, IAN OSBORNE, dived in to catch up on all the gen...

TREASURE ISLAND

Zenobi Software, £2.49

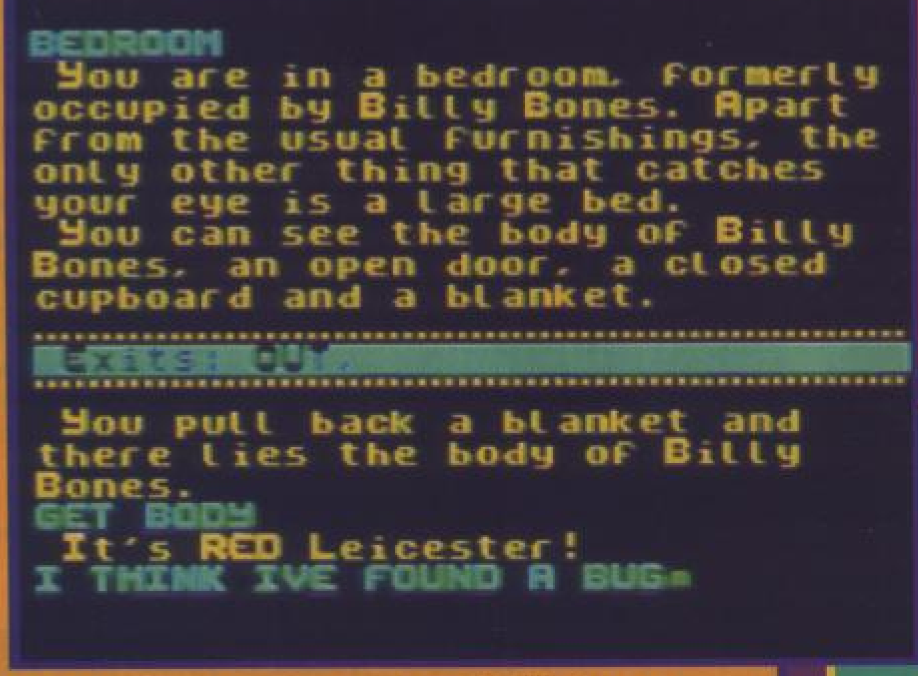
Shiver me timbers, me hearties, yo-ho-ho and a bottle of rum — and any other piratical clichés you care to think of. This be the latest offering from Jack Lockerby, a two-part PAWed adventure based on the book by Robert Louis Stephenson. But is it worth your pieces of eight? Well get that parrot on your shoulder and let's go to Treasure Island!

There's gold in them thar hills, and two rival groups are looking for it — Squire Trawley and the good guys, and the pirates led by Long John Silver. You play Jim Hawkins, and the adventure begins in your parents' Admiral Benbow Inn where your pirate guest has just come to a sticky end.

Treasure Island's great for beginners, as the problems aren't too difficult and potentially confusing auto-prompts are kept to a minimum. It's well presented and has an excellent vocabulary. The first few puzzles are easy, (just make sure you make full use of the EXAMINE command), though it's a bit of a slow starter.

What sent me crackers was the disgusting maze in part one. Although fairly short, it's horrendously illogical and incredibly difficult to map — worse than the one in Wombat. If you can complete it with anything more than pure luck, you're a smart arse.

Rating: 70%



SPY TRILOGY

Tartan Software, £2.50

Any James Bond fans out there? (No, but there's quite a few people in here I'd like to shake and stir — Ed). This is a definite golden oldie, so let's take a quick trip back in time to when all Speccys had 'dead flesh' rubber keyboards and 48K memory was considered huge (and everyone ate Hovis bread and worked down 'pit, etc etc...—Ed).

Spy Trilogy has three separate missions — dreaming of qualifying, really qualifying and finally your first mission as a fully-fledged 007. Technically the game's showing its age a little. You can't RAMsave and it's a bit slow, but still thoroughly absorbing. It's well set out, the problems are logical, and it's very atmospheric — you really do get the feeling of being there.

The first mission, later revealed to be a dream sequence, features a series of riddles and a mind-bending mathematical puzzle that should keep you busy for quite a while. Although some of the puzzles rely on this dream state for their validity, their logic is always internally consistent and certainly won't destroy the atmosphere of the game. The second and third missions are of a more serious nature. In the second, you must find two components of a top secret instrument, and make good your escape. The third quest has you retrieving a code book from an enemy complex, and throwing it to your mate outside — and hopefully living to tell the tale!

On all three missions there is a time limit, though thankfully it is the amount of moves that is limited — no annoying 'real time' messages to interfere with the gameplay.

The first two missions are not exceptionally difficult, but part three is harder. The maps are always logical, and you are even advised as to where to draw your first location! (I wonder why this never caught on?)

Both beginners and more experienced adventurers should find something to their liking here, and as we're offering it cheaper via. the *Treasure Chest*, it's certainly worth a look.

Rating: 86%

TREASURE CHEST

Just look what we've got for you this month, readers: three amazing, never-to-be repeated coupon offers! Atlas Adventure Software is offering Dave Havards' excellent book, The Beginners Guide to Adventures, for £2.50 (usual price, £3.00), and your first copy of Adventure Probe at £1.25, a full 25p off the cover price. Not only that, but Tartan are offering the brilliant Spy Triology for £1.95 instead of £2.50. We're too good to you, we really are!

ODDS AND SODS

■ The latest offering from popular adventure author Tony Collins, Corya The Warrior Sage, is now available through Tony's own newly-formed label — The Guild. Send a cheque/P.O. for £2.50 payable to Glenda Collins to: The Guild, 760 Tyburn Road, Erdington, Birmingham B24 9NX.

■ Sam Coupé is at last jumping on the adventures bandwagon and launching an Adventures Club this month. The club will publish a disc magazine featuring news, reviews, hints and just about anything else you could possibly want (probably). The first issue will also contain John Wilsons' Behind Closed Doors and the Spectrum emulator, SC—Speclone. Contact Phil Glover at: 43 Ferndale Road, Hall Green, Birmingham B28 9AU.

CONTACT CORNER

Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX

Tartan Software, 61 Bailie Norrie, Crescent, Montrose, Angus, Scotland, DD10 9DT
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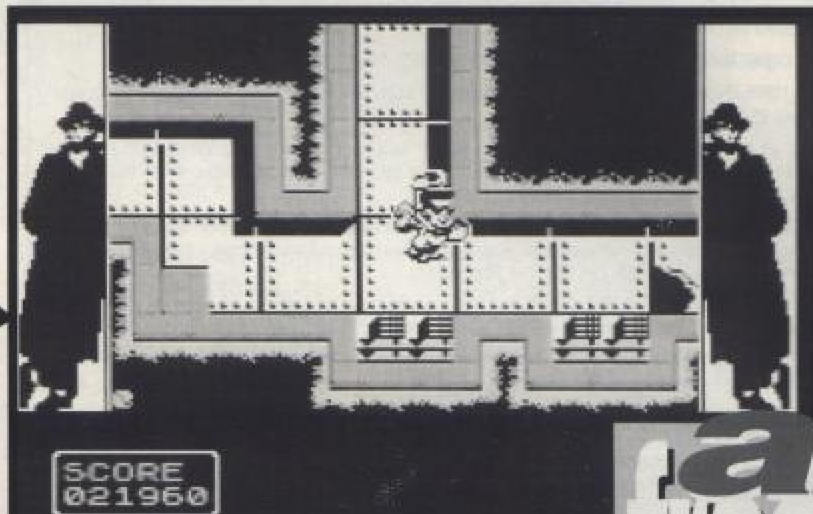
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SMASH TV

It's showtime, as the most violent gameshow since 'The Price Is Right' hits the nation. Prizes galore are on offer, but only if the player can survive wave after wave of psychotic axe-wielding madmen. One of CRASH's highest scorers (97%), this game is rip, mangle and maim fun all the way. 48/128K

HUDSON HAWK

Based on the Bruce Willis movie, here's another CRASH Smash. You're Hudson Hawk, cat burglar, fresh out of jail and dead set on half-inching three Leonardo da Vinci treasures from various locations. Plenty of arcade puzzling could be yours. But no stealing it from the shop. 128K

TERMINATOR 2: JUDGMENT DAY

T2 for short (it makes review writing easier), is finally here. The Arnie Schwarzenegger movie is a stonker and this game is just as action packed. T1000 is a liquidly evil dude chasing little toughie John Connor all over the shop, luckily for him the T101 is BACK on the case. No problemo, baby, just watch yer kneecaps, this guy doesn't shoot to kill! 128K

So there's the line up, ooh, decisions decisions, which game to choose eh? Whichever you pick, just remember, it's completely FREE on cassette (£4 extra on disk) when you take out a year's subscription to CRASH — the ultimate Speccy mag!

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Excellent City! It's the All Time Encyclopedia

top 100 speccy Games!

This is it folks — the ultimate chart of your all-time fave 50 Speccy games and you know what? I'M NOT A HAPPY CHAPPY!!! (probably 'cos I'm a girl, actually — it's Lucy, here by the way). Compiling this list has reduced me to a blithering wreck! It took me weeks to finish and the lads had to carry me out the office a few times 'cos I kept sort of screaming and foaming at the mouth and things. We had hundreds and hundreds of entries and somehow you lot managed to dream up an incredible 582 different game titles! Muggin's 'ere had to scribble down all the names in alphabetical order, go through all the entries and write out around TEN THOUSAND TICKS!!! AAAAARGH!!! That'll teach me. Mark Caswell was supposed to do it but being a nice, kind pillock, I volunteered. However, it's going to cost him — a pint of lager per tick should do it (hic). Anyway, here goes.....

50 MANIC MINER
Bug Byte/ Market Stall

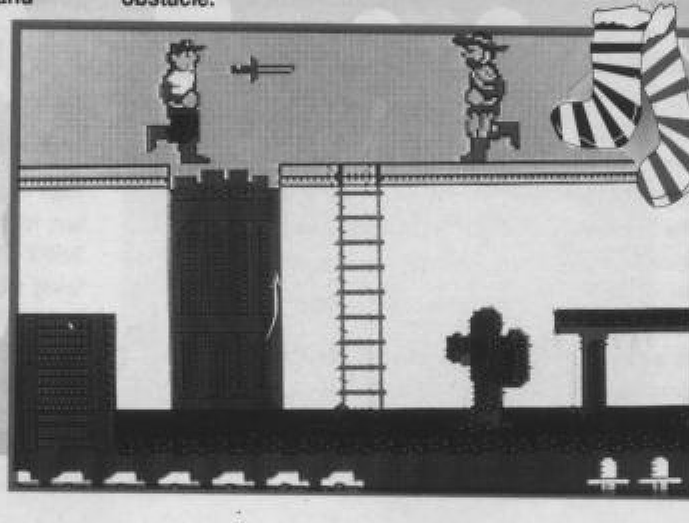
Armed only with a canary, Miner Willy explores the caverns below Surbiton and faces weird and wonderful creatures such as pirouetting rabbits and manic robots. Collect the keys that are scattered around to escape. The limited amount of air in each cavern, equals a hair-tearing game.
BEST BIT: The addictive fun-filled action.
WORST BIT: After seven years it's very dated.

49 TETRIS
Mirrorsoft/ Market Stall

The idea is to slot the differently shaped (and coloured) blocks together to make horizontal lines. Once this happens the line disappears, but if you allow the blocks to build up it's Game Over.
BEST BIT: The game may be frustrating, but it's fun.
WORST BIT: Putting a block in the wrong place.

48 HEROQUEST
Gremlin/ Full Price

Messrs Barbarian, Elf, Dwarf and Wizard stomp through dark and dank caverns to complete their missions. As in all good stories there's a nasty black-hearted villain — the computer-controlled Morcar. *Hero Quest* is initially confusing for general games players, but it's fun nonetheless.
BEST BIT: Not having to set up the plastic figures of the board game original!
WORST BIT: The slightly confusing icon control system.



47 GHOULS 'N' GHOSTS
Capcom/Compilation

Brave Arthur is back to kick arse in this sequel to the *Ghosts 'N' Goblins*. Princess Hus has been kidnapped again (Flippin' princesses, they're such girls blouses — Ed). Demons, spooks, zombies etc are out to him, but our Arfur is ready to face the hordes of hell.
BEST BIT: The addictive gameplay and the great graphics.
WORST BIT: The 'disappearance' of some of the yellow creatures against yellow backgrounds.

46 SWIV
The Sales Curve/Full Price

When the the going gets tough the Special Weapon Interdiction Vehicles are sent in to nuke the sons of dubious parentage. In a one or two player, four level game, a helicopter and a jeep work together to trash billions of dollars' worth of terrorist hardware.
BEST BIT: The very detailed sprites and the action.
WORST BIT: In one player mode the game is very tough.

45 ENDURO RACER
The Hit Squad/ Budget

These off-road racing games are pretty popular, it seems *Enduro Racer* is no exception. The aim's to stay in the seat of a fast moving off-road bike as you tear across muddy tracks and leap over obstacles. There's a vicious time limit that adds a certain amount of angst to the proceedings.
BEST BIT: The speed of the player's bike.
WORST BIT: Crashing into an obstacle.

44 SHADOW OF THE BEAST
Gremlin/Full Price

In *Shadow Of The Beast* you're a huge shambling beast who's out for revenge. You were once human, but the evil Beast Lord experimented on your frail body and turned you into a monstrosity. But it won't be easy to get near to old Beastie: plenty of his minions are out for your blood. But with tooth and claw you'll fight your way to his castle and regain your humanity.
BEST BIT: The brilliantly-detailed beastly graphics.
WORST BIT: Some of the attacking meanies are camouflaged by the backgrounds.

43 COMMANDO
Encore/Budget

With a sub-machine gun and a handful of grenades our hero has to destroy two fortresses, swarming with enemy troops. There's no reasoning with these guys, it's a case of shoot first and ask questions later. A great game for closet psychos everywhere.
BEST BIT: The 'tally-ho chaps' blasting action.
WORST BIT: Not being able to put the joystick down (Oo-er, know the feeling — Ed).

42 TRAPDOOR
Alternative/ Budget

Berk, Boney and Drutt are the long-suffering servants of 'Him Upstairs,' trying to cook up some very strange dishes. There's a problem, however: many of the ingredients have to be caught first. Also many of the weird and wonderful creatures from the trapdoor appear and make poor old Berk's life a complete misery.
BEST BIT: The large and colourful graphics.
WORST BIT: With a bit of practice, it's a bit of a doddle.

41 NORTH AND SOUTH
Infogrames/ Full Price

The Confederate or Union armies are at your command as you and a mate blast your way across the US of A,

trying to knock each other's blocks off. The game contained some of the best graphics we at Crash Towers have ever seen, and the final result was a highly enjoyable romp.
BEST BIT: The superb graphics, the addictive gameplay and the atmospheric sound effects.
WORST BIT: If you can think of one, we'd like to know about it.

40 LOTUS ESPRIT TURBO CHALLENGE
Gremlin/Full Price

You're in the driving seat and launched at breakneck speeds round masses of tricky tracks. There are 20 cars in the race, one can be controlled by a friend. If alone, your opponents are all computer-controlled, and beware because along with the computer's demolition derby-style driving, there are on-road obstacles to be avoided.
BEST BIT: The zippy sprites and the high addictivity factor.
WORST BIT: The car isn't real.

39 LEADERBOARD
Kixx/Budget

There are four courses on offer and a four player option; each course is viewed in a behind the player 3-D perspective. Each player has 14 clubs at their disposal, and choose your weapon depending on the distance between ball and hole. It's an oldie now but still worth considering.
BEST BIT: The 3-D perspective.
WORST BIT: Learning which club to use where.

38 SLIGHTLY MAGIC
Code Masters/ Budget

Slightly is a wizard's apprentice who must save the princess from the dragon Sunburnt. Slightly needs your help to find and use the various spells dotted around *Dizzy* style.
BEST BIT: The rainbow-hued sprites and backdrops.
WORST BIT: The resulting colour clash.

37 BOMBJACK
Encore/Budget

Collect 23 bombs scattered around the single screen levels to move onto the next. The horrid creatures are out in force, but to Jack's aid come a variety of icons that bestow vital help. But don't let the horrors touch you, because their embrace is fatal.
BEST BIT: The high playability factor.
WORST BIT: The game is a bit repetitive and easy to complete.

36 THE GREAT ESCAPE
The Hit Squad/ Budget

You play a WWII POW who must escape from a German prison. The game's presented in a 3-D isometric style and the morale of your character is the main concern if it drops too low he loses the will to escape.
BEST BIT: The ace presentation and graphics.
WORST BIT: Again, write and tell us if you find one.

35 APB
The Hit Squad/ Budget

Officer Bob must fill an arrest quota within a tight schedule. Litterbugs, Honkers, Hitchers and Dopers etc have to be arrested or the Chief will kick your butt out of the force. Bob in his car is viewed from above, while the status panel tells how many more slimeballs have to be arrested. Basically a racing game, but the comedy element makes it a star.
BEST BIT: Even though the sprites are monochrome, they're nicely detailed.
WORST BIT: Accidentally driving the wrong way up a one-way street.

34 CJ'S ELEPHANT ANTICS
Code Masters/ Budget

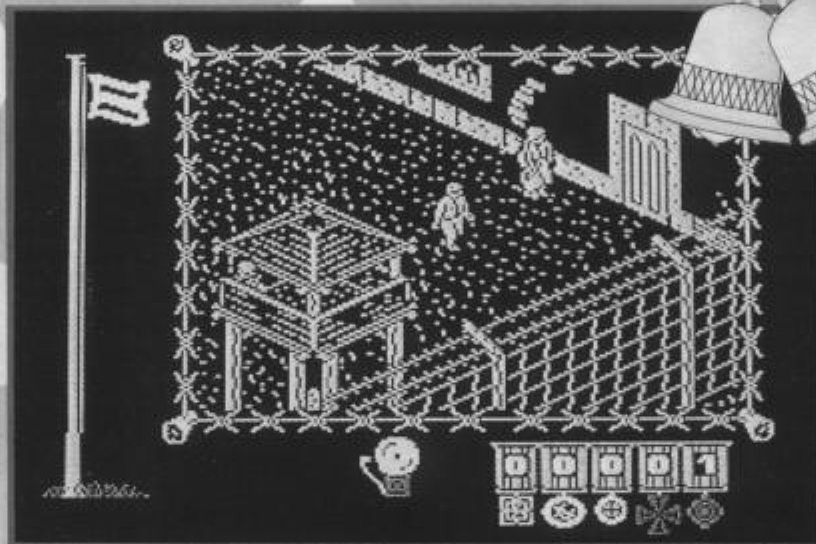
Escaping from a plane taking him to a zoo, CJ must make his way back home to Africa. The game's a simultaneous two player affair where CJ and a pal travel through different countries (levels) to get home. Colourful and hectic, it's a cute game with a high addictivity factor.
BEST BIT: The addictive gameplay.
WORST BIT: The annoying tune.

33 TURRICAN 2 — THE FINAL FIGHT
Rainbow Arts/ Full Price

The Machine's a nasty being who's terrorising the planet Landorin. Turry is back in his power suit and in the middle of the action. As before a range of power-up weapons are available. A fast and frantic blaster that contains some of the best graphics seen for a long time.
BEST BIT: The action and the big, bold sprites.
WORST BIT: There are only 24 hours in the day to play the game.

32 BACK TO SKOOL
Microsphere/ Market Stall

After nabbing his school report in *Skool Daze*, our hero, Eric, has to



return the report he forged over the holiday.There's so much mischief that Eric can get up to.
BEST BIT: Being a complete pain in the neck and the snog-up with Tracy at break time (perv perv).
WORST BIT: The kid who always says'Please Sir, I cannot tell a lie.'

31 RENEGADE
The Hit Squad/ Budget

Lucy's the girl's blouse who needs rescuing in *Renegade* (what's the CRASH Ed doing in there?) (It certainly isn't me, I'm no wimp! — Ed). A vicious gang's kidnapped her and it's up to the black-belted Renegade to punch their lights out.
BEST BIT: The rip, mangle and maim fun!
WORST BIT: It's a bit sluggish.

30 HEAD OVER HEELS
The Hit Squad/ Budget

In a distant galaxy lie four worlds enslaved by an evil empire, the Emperor of which resides on the planet Blacktooth (find that man a dentist!). Two spies from the planet Freedom named Head and Heels (weird!) are sent to the enslaved planets to retrieve the crowns that've been lost.The puzzle element and great graphics mark this as one of the classic Spectrum games.
BEST BIT: The 3-D graphics and the hair-tearing puzzles.
WORST BITS: The hair-tearing puzzles!

29 DIZZY COLLECTION
Code Masters/ Compilation

That egg with the mostest is here for fun, merriment and loads of japes!
BEST BIT: The graphics and the fairly frustrating puzzles.
WORST BIT: The egg jokes that are always cracked (groan) whenever Dizzy is mentioned.

28 BATMAN — THE CAPED CRUSADER
The Hit Squad/ Budget

Contains sub-games 'A Fête Worse Than Death' and 'A Bird In The Hand' with The Penguin and The Joker as the foe. The graphical presentation of this game's fairly unusual; a comic book style flick screen routine was incorporated, to good effect.
BEST BIT: The graphics and the comic book-style presentation.
WORST BIT: It's fairly easy to complete.

27 NIGHT SHIFT
US Gold/Full Price

The Lucasfilm™ toys are so popular, that Industrial Might & Logic have hired a nightwatchman called The Beast. You have to get the set amount of toys off the assembly line before time's up. Many pairs of eyes are needed when supervising The Beast, and add to that the vicious time limit, this game is literally hair-tearing.
BEST BIT: The non-stop mayhem and the detailed graphics.
WORST BIT: The fact that you end up in a straitjacket (speak for yourself Mark — Lucy).

26 NAVY S.E.A.L.S
Ocean/Full Price

The game concerns a bunch of tough soldiers in Arab territory to retrieve a lorryload of Stinger missiles.
BEST BIT: The amount and quality of the action keeps you coming back for more.
WORST BIT: The way people keep throwing fish to the men, as they try to do their job.

25 ELITE
Firebird/ Market Stall

The classic space trading game. You and your Cobra MkIII battle wagon have to become 'Elite,' but this is

only achieved if you do *very* suicidal things. You start the game with the rating 'Harmless,' and must work your way up the ranks by trading and blowing the rocket fuel out of everything you see.
BEST BIT: There's plenty to do and see, and the graphics are good even by today's standards.
WORST BIT: Working out the keyboard commands.

24 MYTH
System 3/ Full Price

Dameron is your archetypal evil god, who's turned good gods bad and completely changed history. Face fieresome creatures and stop Dameron.
BEST BIT: The atmospheric graphics in each time zone.
WORST BIT The final battle with Dameron.

23 JET SET WILLY
Software Projects/Market Stall

Willy owns a 60-room mansion at which he's just held a party. The guests have all left, but the place is in a terrible state. It's up to myriad strange creatures to tidy up the mess.
BEST BIT: The excellent Matthew Smith graphics (whatever happened to him?)
WORST BIT: Martha the housekeeper.

22 GAUNTLET
Kixx/Budget

You control Elf, Barbarian, Wizard or Valkyrie. There are over a hundred rooms waiting to be explored, and many nasty creatures waiting to pounce on you. It looks good, its very fast and is simply one of the best shoot'em-ups around.
BEST BIT: The small but perfectly-formed sprites that bash merry hell out of one another.
WORST BIT: The guy in black nicknamed 'Desmond Death' by Corky!

21 KWIK SNAX
Code Masters/ Budget

The evil Wizard Zak has eggnapped Dizzy's pals, so he has to save 'em. Dizzy has to negotiate the maze-like screens and avoid the minions sent out by Zak. Dizzy can heft blocks around and squash the meanies. Great fun to play, and even better to look at. *Kwik Snax* is a definite winner.
BEST BIT: The intro screen and the detailed in-game sprites.
WORST BIT: Easy to master; players who want a challenge will soon look elsewhere.

20 TOTAL RECALL
Ocean/ Full Price

The story of Doug Quaid, a secret agent who know's too much. There are four riproaring levels with top notch graphics and gameplay and non-stop action.
BEST BIT: The ace presentation and the graphics, though the Arnie sprite looks nothing like him.
WORST BIT: The game's great, but the video isn't on sale yet.

19 MATCH DAY 2
The Hit Squad/ Budget

The normal rules of football apply, with seven players on each team A classic footy sim with amazing sprites and gameplay.
BEST BIT: The brill graphics and the nifty footwork by the players — I'm over the moon, Brian.
WORST BIT: Is there one?

18 NARC
Ocean/ Full Price

Max Force and Hit Man are the stars of this one or two player blast-em-up that's in a league of its own. Mr Big's the villain and it's up to our hero(es) to reach his HQ, while fighting off his henchmen. With machine gun and grenade launcher in hand, Max and Hit must clean the criminal scum from the streets. Plenty of good old fashioned blood, guts and violence.
BEST BIT: The coin-op quality sprites, despite the fact that they're monochrome.
WORST BIT: Give me a few days and I might be able to think of one.



17 TREASURE ISLAND DIZZY
Code Masters/ Budget

Our eggy hero is marooned on a deserted island by Long John Silver. There are two ways to complete the game, either collect all the gold coins scattered around, or find some other way to escape. The graphics are all cartoon-style, with great attention to detail, and a rainbow full of colours.
BEST BIT: The puzzles, the graphics and the awful egg jokes.
WORST BIT: You only get one life to play with.

16 TEENAGE MUTANT HERO TURTLES
Mirrorsoft/Full Price

The turtles must face the evil Shredder as he's kidnapped April O'Neil and battle the minions of the Foot Clan. *Cowabunga* dudes, this is one bodacious game.
BEST BIT: The large, fast-moving sprites.
WORST BIT: Ideal for younger players; experienced blasters may find it too easy.

15 SIM CITY
Infogrames/ Full Price

Build your own city. A sum of money and a plot of land are provided. Keeping the citizens happy is your main priority, not easy 'cos they moan about everything.
BEST BIT: The choice of icons and the vow to make your version of the M25 work!
WORST BIT: Tough to master.

14 BUBBLE BOBBLE
The Hit Squad/Budget

Bub and Bob are cute little dinosaurs. Originally they were human but the evil Baron von Blubba put a spell on them. So they have to leap and bounce their way through a hundred levels to reach Blubba in his lair. Bubbles ahoy!
BEST BIT: The fun of leaping from platform to platform, blowing bubbles at the villainous henchmen.
WORST BIT: The irritating title tune.



13 PANG
Ocean/ Full Price

Pang takes you with to 17 locations throughout the world, where you must harpoon balloons to save your life.
BEST BIT: The great two-player mode, the detailed graphics and the essential pick-up weapons.
WORST BIT: Those *%#!! balloons

12 NEW ZEALAND STORY
The Hit Squad/ Budget

Tikki and his Kiwi friends are happy at the Auckland Zoo, until a nasty walrus breaks in and grabs Tikki and Co for supper. Tikki escaped and must search for his chums. There are plenty of nasty creatures after Tikki's hide. But he can use his little bow and arrow.
BEST BIT: The weird and wonderful attackers and the fact that you can't put down the joystick.
WORST BIT: When cute likkle Tikki dies.

11 FANTASY WORLD DIZZY
Code Masters/ Budget

Dizzy must save his kidnapped girlfriend Daisy. Either collect all the coins or use the objects in the correct places.
BEST BIT: The cute sprites, colourful scenery and excellent sound.
WORST BIT: The alligators that bite your botty.

10 MIDNIGHT RESISTANCE
Ocean/Full Price

As a result of your grandpa's top secret lab work, your whole family has been kidnapped by a vile alien entity. So with unfeasibly large gun in hand you yomp across the nine levels of the game and kick some alien butt. Some are humanoid, others defy

defy description, but all are after your blood, so get that trigger finger twitching.
BEST BIT: The mindless blasting and the ace graphics.
WORST BIT: The control system is a bit of a swine to master.

9 OPERATION WOLF
The Hit Squad/ Budget

Your chums have been taken hostage by a terrorist group, and it's up to you as a mercenary to rescue them.
BEST BIT: The rat-a-tat-a-tat of the machine pistol, and the wonderful graphics.
WORST BIT: Having to drag myself away long enough to write this comment!

8 BATMAN — THE MOVIE
The Hit Squad/ Budget

The graphics are little short of brilliant, so go with a smile and purchase the best Batman game around.
BEST BIT: The sheer size of the game, the graphics and the immense playability.
WORST BIT: It's fairly tough to master.

7 MAGICLAND DIZZY
Code Masters/ Budget

Dizzy's family have been nobbled by one of Zak's worst spells, and it's up to our eggy hero to save the day.
BEST BIT: I'm fed up saying it's the brain-teasing puzzles and the cartoony graphics, so I won't.
WORST BIT: Having to wait for the next Dizzy game.

6 TARGET: RENEGADE
The Hit Squad/ Budget

This is the high-kicking sequel to



Renegade, Lucy has been rescued (she returned to the office the other day, the kidnappers are still in hospital)(see, I told you I was no girl's blouse! — Lucy), but Renegade's brother has been murdered. Mr Big is the villain behind the crime, so Renegade must fight his way through Mr Big's henchmen to gain his revenge. Gameplay is very much like the original, but *Target Renegade* is faster.
BEST BIT: Beating the living daylights out of the myriad henchmen.
WORST BIT: Some of the adversaries are very tough to beat.

5 DIZZY
Code Masters/ Compilation

Zak is brewing some nasty spells, so it's up to Dizzy to create a potion to put a spanner in Zak's works. There are loadsa nasty creatures out to harm Dizzy, but he'll win through.
BEST BIT: Thank gawd it's the last time I have to write this... the addictive playability and cartoony graphics.
WORST BIT: Some of the graphics are a bit simplistic.

4 ROBOCOP 2
Ocean/Full Price

Robo stomps around eight levels shooting bad guys, collecting Nuke and finally facing RoboCop 2. Both graphicelly and sonically, the game is brilliant.
BEST BIT: The menacing figure of Robo and the detailed backdrops.
WORST BIT: The difficulty level is set a tad too high.

3 ROBOCOP
The Hit Squad/ Budget

When OCP unveil their latest robot cop, the ED 209, it misfires, killing an OCP employee (Ahhh,shame!). Enter one dead cop with a titanium steel body and a computerised brain. Various villains face the justice dispensed by the tin-plated lawman,. Fast, violent and very playable.
BEST BIT: The graphics, and non-stop action.
WORST BIT: I can't think of one, not with Robo's gun at my head anyway.

2 CHASE HQ
The Hit Squad/ Budget

In their beautiful black Porsche 911 Turbo Tony Gibson and Ray Brody chase the big boss of each level, and when they catch up, they smash the bumper off his car to stop him.
BEST BIT: The fast, vertically-scrolling sprites and the title screen presentation.
WORST BIT: With a bit of practice, it's easy to complete.

1 RAINBOW ISLANDS
Ocean/Compilation

Bub and Bob decide to take a long holiday in the Rainbow Islands. But Baron von Blubba has kidnapped the inhabitants of the islands, and so Bub and Bob must stop him. Instead of blowing bubbles as in *Bubble Bobble*, they now fire rainbows (aahh, how pretty). The fast moving sprites, rainbow-hued backgrounds, catchy tune, and the fact that Lucy likes rainbows make it the top readers game (and quite right too — Ed)!
BEST BIT: The graphics, speed of movement and in-game tune.
WORST BIT: The tune that you whistle all through the day, annoying everyone else immensely.



So there you have it readers — your all time Speccy favourites in a really neat 'n' brilliant list (the things we do for you). Anyone who violently disagrees with our fab encyclopedia should put pen to paper and send your letters to the bin before August 4th 2076...

Oh, and by the way, the CRASH TOP 100 COMPO winner was Miss M Lawrence (Hurrah, it's a girly! — Ed) of Smethwick, West Midlands who has a £100 software voucher winging it's way over to her (lucky blighter!). She's extremely priveleged 'cos Nik Wild who's an ex - Newsfield peep but of late an enormous big - wig with Psygnosis drew the winning form.


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It's competition Time! (Again!)

It's the festive season and since we at CRASH Towers are full of goodwill and Christmas spirit (whisky, mostly — hic!), we thought we'd spoil you lot (ie, our wonderful readers) with another brain-boiling compo (sticking your head in a pan of scalding water would have a similar effect).

Up for grabs as first (and only) prize is a fantastic... wait for it... A Space Academy Scholarship absolutely FREE! What the hell is that? I hear you cry. According to Academy HQ, Gabriel Scientific Consultancy Ltd up in Stockport, Cheshire, it's the best Xmas prezzie for any computer buff (except for a bottle of aspirin).

The Space Academy is the bottom of the ladder of the Federation's Space Fleet, where new bods join as space cadets. It's a new alternative computer club covering everything from hacking to games and programming to Green issues. But it's got one main emphasis — it's WEIRD and it's WHACKY!

The lucky winner of the one-year scholarship gets a Space academy T-shirt, a cap, the Official Federation Space Fleet Handbook and four bulletins called Urgent Communiqué from Space Fleet Command ('s'what we thought...).

The Questions!

1. Name the young chap who's saved by the T101 (Arnold Schwarzenegger) in Terminator 2: Judgment Day ?
2. Name Code Masters' wobbly-handed, bucktoothed character
3. Ray Broady and Tony Gibson are the stars of which stonking racing game?
4. Name the schoolteacher Marty and Doc Brown saved in Back To The Future III
5. Name the character played by Arnie Schwarzawotsit in Total Recall.
6. Name the machine that creates the Lucasfilm™ toys in US Gold's CRASH Smashed Night Shift
7. Elliot Ness was the main character in which recently rereleased gangster game?
8. 'Eat my shorts' is one of the many catchphrases of which cartoon hero
9. Final Fight stars which three well 'ard streetwise dudes
10. Name the recently released film starring Hulk Hogan as a stranded alien

All you have to do is work out the answers to the ten questions lavishly designed above, stick your answers on a postcard or the back of a sealed envelope addressed to:

LUSCIOUS LUCY'S CRAZY CADET COMPO, EUROPRESS IMPACT, CRASH, Ludlow, Shropshire SY8 1JW. And don't forget to put your own name and address on as well, otherwise we won't bother telling you if you've won or not.



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Terminator 2: Judgment Day

Ocean • £10.99 cass, 128K Only

Arnie and his pals are back again with a blockbusting game of the smash hit movie. NICK ROBERTS often gets mistaken for the Terminator when he carries that Oozy 9mm around with him (and 'cos of his bulging muscles and macho stance, ha ha —Ed) so he got to do the review...!



It's the future, and the ultimate horror has come true. Man and machine no longer live in perfect harmony. It's war, but despite the machines having awesome power and strength, the rebels are still winning. The computer that controls all the machines soon had the solution, sending a Terminator back in time to attempt to destroy the leader of the rebels when he was at his most vulnerable — a child.

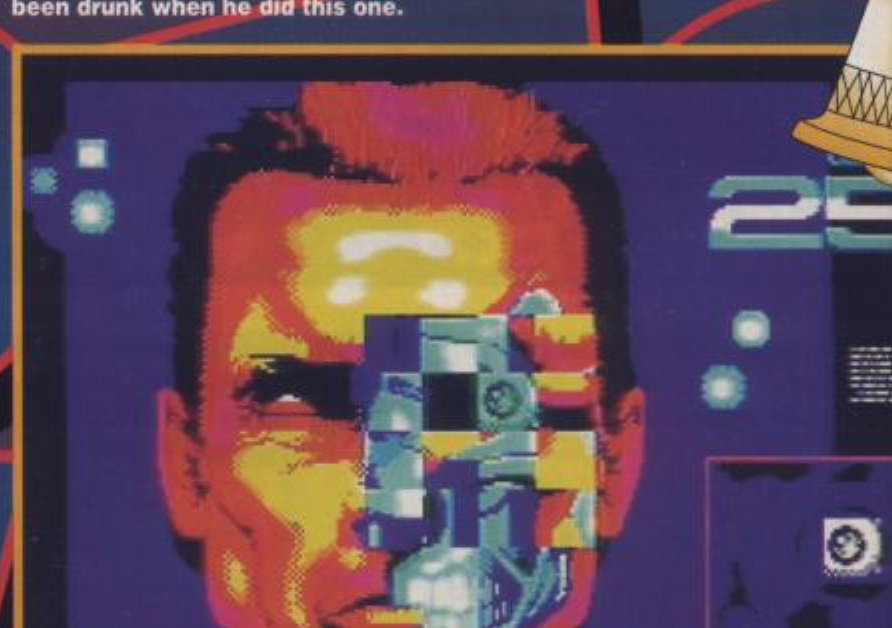
The year is 1994 and John Conner is in danger. With a Terminator out for his blood, he doesn't stand a chance on his own. In a bid to save their leader from destruction, the rebels have sent a warrior of their own back in time to battle against the Terminator. One of its own kind. This is where you come in.

HASTA LA VISTA, BABY!

You play Arnie as the T101 Terminator and have seven levels of action to attempt. Level one sees you face to face with the T1000, fighting the shape-shifting machine to delay its pursuit and allow John to escape. You then jump onto your Harley Davidson with John on the back, but the T1000 is in hot pursuit in a truck!

Recreating a scene from the original Terminator movie, Arnie starts twiddling with his arm for level three's sliding puzzle, then it's back to the violence. The three game styles repeat with slight variations for the remaining levels of the game. The beat-'em-up sections have different backdrops, Arnie's bike is swopped for a SWAT van and the puzzle is to repair the big man's eye.

● Plastic surgery doesn't work for everyone. The doc must have been drunk when he did this one.



● Gosh Arnie, you are just sooo dreamy. Even the T1000 is melting at your feet.



PARADOX CORNER

Terminator II: Judgement Day, the movie, is absolutely magic — except when you try to work out the logic of the time travel aspect. After hours and hours of arguing, we at CRASH Towers decided the situation was completely impossible, there wasn't any logic and the whole scenario's rubbish. Here's why:

● 1: If inorganic matter won't go through the time machine, the two metallic Terminators shouldn't have arrived intact. (Mind you, it was a good excuse to see Arnie naked —Ed.)

● 2: The Skynet defence machine which started the machine rebellion was devised from the chip in Arnie's arm, which fell off before Sarah Connor wasted him in the first Terminator film. But the Skynet machine wouldn't have been invented if Arnie hadn't come back. And he only came back because of the Skynet machine, so it's a circle of impossibilities. Who devised Arnie's chip in the first place? Answer: Nobody, therefore it could not exist.

● 3: At the end of Terminator II, all traces of both machines are destroyed, and the world is saved from its dreadful fate. If that's the case, John Connor, who was conceived of someone he sent back from the future, should have disappeared as soon as Arnie kicks off, because without the Terminator, there wouldn't have been a machine rebellion and time machine. Therefore, there would've been no way a man from the future could've sired young John.

● 4: The scientist who invented Skynet blew himself up halfway through the film, along with Arnie's old arm. In which case, Arnie, John Connor and the T1000 should have disappeared because they would never have existed, etc.

● 5: A nice girl like Sarah Connor wouldn't sleep with someone the first night so John wouldn't have been conceived — she would have waited until she was married, surely?

● Well there y'go — there's five impossibilities (well, four and a possibility too shocking to contemplate). Anyone who thinks they can work it out and make sense of the film ought to check themselves into a mental hospital as soon as possible.



● Ater his punch up, the T101 jumps on his bike and rides off into the sunset

MARK



If you missed T2 at the cinema you're a very silly person indeed, it's the best film of 1991. Although not as gory as the original Terminator film, its budget of $80 million ensures it's packed with eye-popping special effects. I'm sure Ocean haven't spent quite as much money on Terminator 2: Judgment Day, the computer game, but it's very good nonetheless. The sprites are big, bold and very colourful, although as with Total Recall, the Arnie S sprite looks nothing like him (for licensing reasons, I suppose). Don't get me wrong, this is a good game, but I must have a whinge about the contents of T2. If I paid a tenner for a game I'd want more for my money than a punch-up (with different backgrounds), a couple of car chases and a sliding block puzzle. In short, Terminator 2: Judgment Day is a fast, action-packed game that only just lacks the depth to make it a CRASH Smash. ● 86%



● That's a handy screenshot! Better sort out Arnie's tendons or he'll go limp wristed.



● Fists out for the lads, showing the T1000 who's boss! Arnie is back and is he Baaaddd!

IT'S NOTHING PERSONAL

The graphics in Terminator 2: Judgment Day are absolutely fantastic throughout. Ocean have got some wicked graphic artists working for them at the moment and they're making good use of them. Animation on both the T101 and T1000 in the fighting scenes is excellent. The T1000 melts and gloops around the screen very convincingly and there are plenty of fist-crunching moves to use against the computer-controlled meanie.

The game's big downfall is the lack of variety in the levels. Repeating three game styles to make up seven levels is a bit of a con, really, even though the difficulty's set so high most people will find it difficult to get past level two: I found riding the Harley Davidson through the streets totally impossible. The tips in the inlay say to follow the arrows painted on the road, but everything scrolls by so fast you don't get chance to see any flippin' arrows!

Ocean have got a really strong line up this Christmas with every game highly polished and professionally presented. It is going to be hard for Santa to choose between this, Hudson Hawk, Smash TV, The Simpsons and the rest of them — they're all so brilliant.

Terminator 2: Judgment Day is a great conversion of the film, the repetition in the levels the only fault which I could find, and believe me, I looked hard! Buy it. No problemo.

● 89%

FIVE WAYS TO HYPE A FILM

● 1: When Mark visited an arcade down in the big smoke he was swamped with T2 stickers. He made a fortune selling them to the kids that hang around outside CRASH Towers!

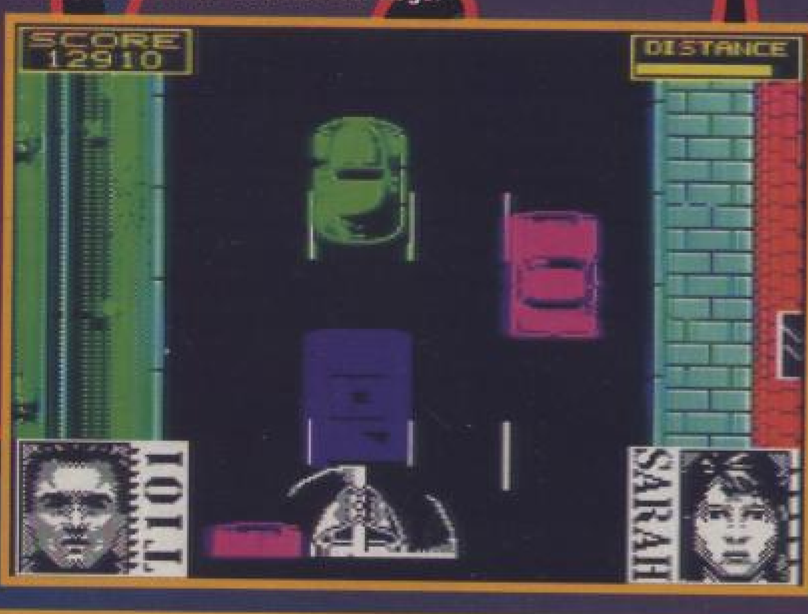
● 2: One of the best ways to promote a film is to get a software company to make a game of it just before it's released on video!

● 3: Hurry, hurry, hurry. For a limited period only, you can get the T2 game with a free metal badge! How's that for value?

● 4: T-shirts, posters, mugs and other promotional stuff is always useful to get a film licence a good review. Unfortunately none of these were supplied to CRASH.

● 5: I wonder when the T2 slippers are coming?

● Fun, fun, fun, with the T101 as you go on a joyride. But you'd better look out for road and air hogs!



Rating

Lots of flashy graphics and presentation but lacking in gameplay.

PRESENTATION	87%
GRAPHICS	91%
SOUND	86%
PLAYABILITY	82%
ADDICTIVITY	84%
Overall	88%

World Class Rugby

Audiogenic ● £11.99

England powered through into the Rugby World Cup Final so it's time you lot dragged yourself out and followed in their footsteps for a fast furious game of rugger with Audiogenic's scrum-tious new game. And who better to review it than CRASH's hunk NICK ROBERTS. Guess who wrote the intro too...! (Modesty itself! — Ed)



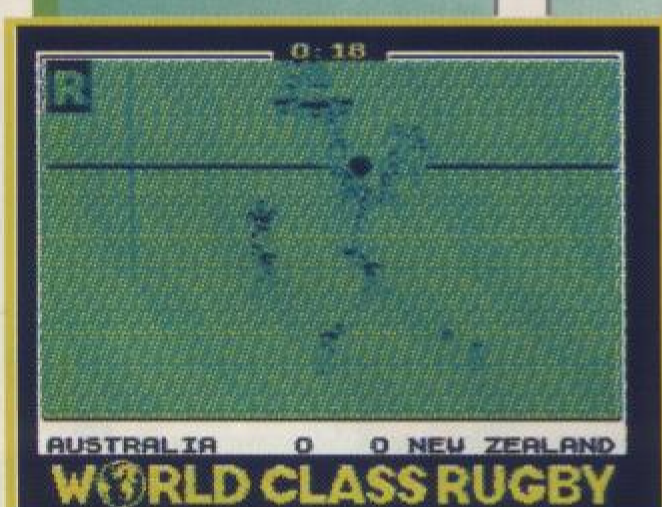


★ It's the kick off, just time to do a silly and chant a jolly song.

There haven't been any rugby games on the Spectrum for ages so this came as a welcome change from the usual football games. I saw the game in development many moons ago at Denton Design and it looked good then. Now, with all the flash presentation and sound effects, it's a real smasher.

Sports simulations usually divide into two extremes: either the graphics are awful but the game's quite playable, or the graphics and animation are amazing but there's no satisfaction. World Class Rugby has the best of both worlds — great detail and animation in the players, good presentation and highly playable, too!

The front end has various menu screens which allow you to customise the game. You can change the team names and player options and alter the pitch and graphics' colours. From the video menu, you can choose to have action replays of the more exciting parts of the game and switch the special 'blimp' mode on or off. One is from high above the pitch with small sprites and a good view of all the players. The other is a closer view point but you can't always tell where all your players are.



★ Them boys are busy down at Ludlow Rugby Club, look, there's Brevett the milkman going for a try!

Unfortunately, the 48K version has had some of the features cut out to cram the main game in. There are no action replays, a cut-down menu, no 'blimp' mode, the players aren't illustrated and you can't customise them.

MUD PACKS!

World Class Rugby includes all the moves and formations of the real thing only without the bad backs and mud on your face. Some moves require you to use the joystick in a special way to gain possession of the ball and others are automatically performed by the players. There are scrums, rucks, lineouts, dropouts, penalties, conversions, send offs, substitutions and grounding. The controls are hard to get used to and different combinations have to be memorised but these soon become easy with a little practice.

Sports simulations generally aren't very good — it's difficult to capture the excitement of real life on a computer screen. Audiogenic and Denton Design have done an excellent job though and World Class Rugby goes a long way towards bringing the sport straight into the bedroom. ● 85%



★ Ooo look it's an interesting options screen.

MARK

As with the footy World Cup many software houses have jumped on the bandwagon and produced copious amounts of rugby sims in the wake of the recent tournament. I'm no great lover of this very manly sport (any wisecracks here Ed and you'll be chewing dentures)(would I? — Ed), but it contains most of the features of the game. And without the risk of personal injury I might add, there's nothing like a spot of armchair sport for lazy so and so's like me. The only slight irritation is the amount of moves etc. that have to be memorised, but on the whole *World Class Rugby* is worth the asking price. ● 84%



Rating

All the action of the sport without the broken legs and face full of cold mud!

PRESENTATION	88%
GRAPHICS	85%
SOUND	80%
PLAYABILITY	83%
ADDICTIVITY	84%
Overall	**85%**

Tai-Chi Tortoise

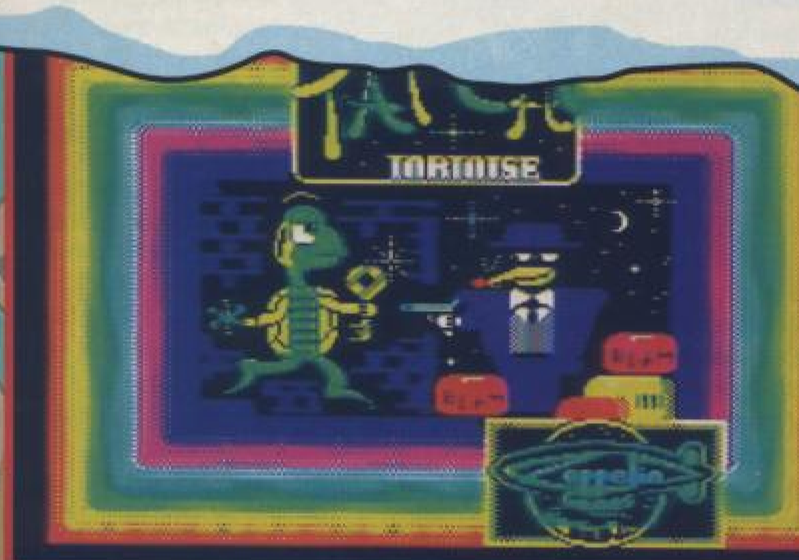
Zeppelin • £3.99

We've had the *Samurai Pizza Cats, Battle Toads* and of course the *Teenage Mutant Ninja Turtles*, but now the Tai — Chi Tortoise's have joined the ranks of martial art super heroes. MARK CASWELL has donned his espadrillas (Ooh, sexy! — Ed) and katana sword and brings a report on the latest battle for truth, justice and the right to shout 'Cowabunga' at an annoyingly loud volume.



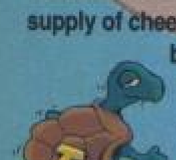
Of all the martial arts, the ancient skill of Tai-Chi is the most difficult to master, a discipline so exacting it takes over a hundred years to learn even the most basic moves. (So no OAP bashing in this game! —Ed). Only the oldest tortoises of the northern Japanese islands ever learn the art well enough to become masters. Every year, to preserve the bond of friendship between these fierce fighting tortoises, a huge Tai-Chi Tortoise convention is held in the shadow of Mount Fuji. Tortoises from all over the world are at this year's meeting to hear stories of the Tai-Chi Tortoises' many adventures.

There's the tale of the infamous budgie kidnappings by the evil parrot boss 'Pretty Boy' Hannigan and how a clever thief stealing the Mona Lisa convinced a security guard that it was an over-sized postcard.



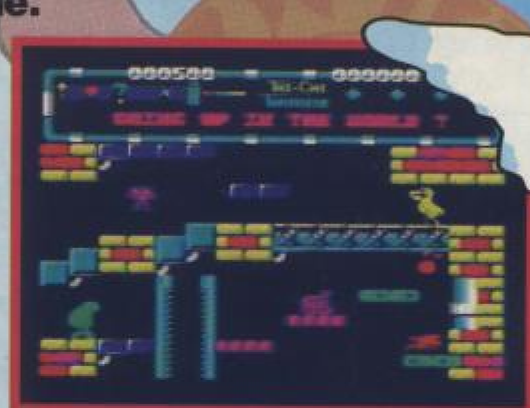
• Forget the Turtles and Samurai Pizza Cats - this is Tai-Chi Tortoise fresh out of his cardboard box packed with old newspapers.

But probably the most exciting story is how master villain Vincent Ratatoui tried to half-inch the world supply of cheese, but was thwarted by the bravery of a Tai-Chi Tortoise. It's in the guise of one of these daring shelled reptiles that you must charge through the many interconnecting screens picking up the useful objects and avoiding the nasty creatures and even nastier traps.



'ERE, WHERE DOES THIS GO?

As with all arcade puzzle games, to proceed to later levels certain objects have to be collected and used in their proper place. But to slow you down, various strange creatures roam the platforms; few of them will attack you but if you touch them a small part of your energy level will disappear (lose all energy and you lose a life). Also acid baths, spikes, crumbling platforms etc stand in your path, but Vincent Ratatoui must be stopped at any cost. So strap a cardboard box to your back (as a makeshift shell), shout some obscure surfing slang as a battle cry and prepare to beat the heck out of the cheesenappers!



• A freak accident in a pet shop with a can of radioactive baked beans and Tai-Chi is alive!



• Most tortoises are fast asleep in their cardboard boxes but Tai Chi is out clubbing.

SLOW-MO!

The sprites and backdrops are all nicely detailed and very colourful, and surprisingly there's no colour clash. But my main niggle is that there's too much wandering around for very little action. (Okay smartie-pants, when have you ever seen a fast-moving tortoise! —Ed.) Indeed, as an exponent of a martial art, our tortoise pal is lacking any offensive kicks or punches — when faced with an opponent he just stands there and takes it. Maybe Tai-Chi is the ancient Japanese art of staring very hard at an opponent while standing very still. But puzzle freaks will love it, especially as it's on a budget label.



• 75%

NICK



It's ages since I played a good ol' platforms and ladders style arcade game. The graphics are simple but colourful and there's plenty going on in each location. I know the split screen adventure idea has been used countless times before but it still works well. This is a game that will appeal to the youngsters more. The cartoon sprites and jolly ditties throughout will keep them glued to their screens for yonks. Zeppelin have always been good at producing fun, high quality games and this is certainly one of them. As for the difficulty, the way Tai-Chi jumps around each screen and the fact some blocks can be stood on and some can't takes some getting used to, but you soon get the hang of it. *Tai-Chi Tortoise* comes as a breath of fresh air for me and at £3.99 you can't complain can you? • 73%

Rating

A colourful and very playable game for fans of the genre. And at budget price too.

PRESENTATION	74%
GRAPHICS	80%
SOUND	70%
PLAYABILITY	76%
ADDICTIVITY	72%
Overall	74%

Dizzy's Excellent Adventures

Code Masters • £10.99 cass, compilation

You just can't get en oeuf of Dizzy, can you? The most famous egg in the world is back with a vengeance. NICK ROBERTS gets out the frying pan and chases him around the car park!





• Izzy wizzy let's drown Dizzy. Those 'Masters Of Code' put the poor egg in a barrel and throw him in the river!

Leading the way for all eggkind is Dizzy, a small character with big red gloves and a cheeky grin. Before his first appearance back in 1987, eggs were a neglected 'species', eggsploited by evil chefs who justified their poaching, scrambling and frying actions by claiming the eggs had a smashing time! Dizzy soon changed these outdated attitudes by standing up to human beings and showing them he too could walk, swim, fly and tell crap jokes!

This is no ordinary Dizzy game. This is a mega-compilation with three brand-spanking new games and two classics from the Dizzy stable. I bet you're jumping up and down with anticipation, (what happened to 'eggcitement'? — Ed).

DIZZY, MY HEAD IS SPINNING

I'll put all you Dizzy fans out of your misery. The two old games are *Kwik Snax*, a fab arcade romp where our hero has to complete four levels of Pac-man-style chomping, and *Panic Dizzy*, a totally frustrating arcade game where Diz is in charge of a toy factory. By using his big lever he ensures shapes fall into the correct holes to create toys.

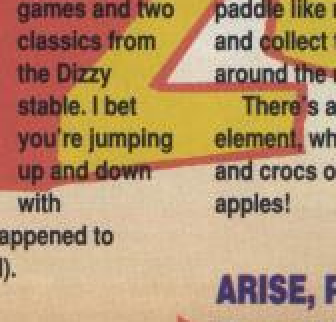
Now to the bit you've all been waiting for. The new games consist of two cartoon adventures and one arcade game. *Dizzy Down The Rapids* has the little fellow in a barrel being tossed from side to side as it careers down treacherous waterways. You paddle like mad to control the vessel and collect the bonuses that lie around the river.



There's also a shoot-'em-up element, where you bop evil trolls and crocs on the nose with rotten apples!

ARISE, PRINCE DIZZY!

The special bonus cartoon adventure is *Dizzy — Prince Of The Yolkfolk*. In classic Dizzy style, you bound and spin around the screen solving problems for the characters you meet.



The story goes like this: Dizzy and Daisy were baking a cherry pie for Grand Dizzy but all they found in their cherry store were the pawprints of Pogie the Fluffle!

'Quick, there he is, get him!' shouted Dizzy, and they chased naughty Pogie into the enchanted forest. Neither of them had a good sense of direction so they soon got lost, but found their way to a strange and eerie castle in the deepest part of the forest (oo-er).

They popped inside in case Pogie had got there first, but being a nosey little egg, Daisy had to have a look around. She found a mystic spinning wheel, pricked her finger and started to fall asleep. 'Oh my!' cried Dizzy, 'what am I going to do now?'

You've got to help Dizzy put things back to normal, and become Prince Of The Yolkfolk.

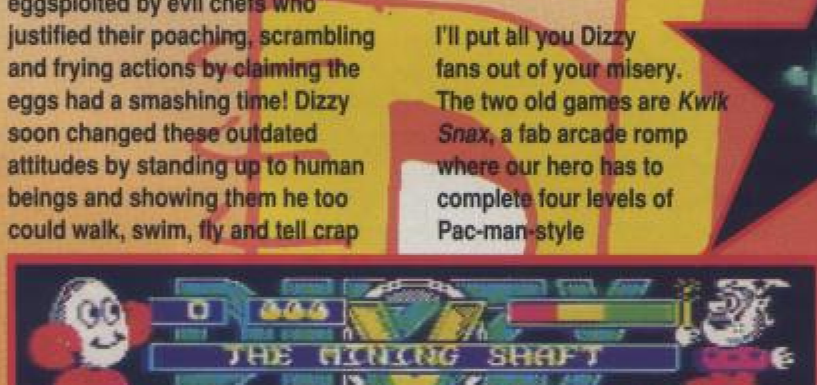
IZZY, WIZZY, LET'S GET BUSY!

The trump card in this amazing compilation pack is *Spellbound Dizzy*, the biggest and best cartoon adventure yet. There are 105 action-packed screens to explore and lots of surprises to please fans everywhere.

One day, Dizzy was tinkering about in the bedroom of his mate, Theo the Wizard, and found a book of magic spells. Of course, he couldn't let an opportunity like this pass him by so he read a spell out loud. *KERWHIZZ!*

'Oh boring,' he moaned, as it seemed the spell had no effect.

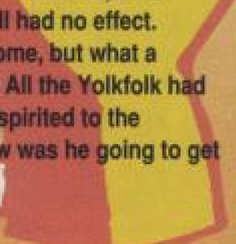
Dizzy went home, but what a surprise he got! All the Yolkfolk had been magically spirited to the underworld. How was he going to get them back?



• Whaaa! Poor Diz is about to be scambled for breakfast

MARK

Nintendo have Mario, Hallowe'en has Michael Myers and CodeMasters have Dizzy. All these characters have inspired sequels, but the one we're interested in is the latter. I may not have been very enthusiastic about Dizzy games in the past, but deep down I'm very fond of the little egg on legs. Admittedly, *Panic Dizzy* and *Kwik Snax* have been reviewed in these pages before, but the other three games are fresh and lively, and all five are up to Big Red's impeccable standards. The puzzles are frustrating, especially for people who may be playing these games for the first time, but believe me, all the answers will be staring you in the face. *Dizzy's Excellent Adventures* is a most triumphant game, especially at the price. • 93%



What's on the end of the stick, Vic!

CodeMasters just wouldn't let it lie. And why should they when they've got such a popular character as Dizzy? Even that top light entertainer Vic Reeves has got in on the act with his No 1 hit single of the same name! It all came about a bit like this...

VIC: "What can I do for me next single, Bob?" said Vic one morning.
BOB: "Hold on a minute, Vic, I'm playing an ace game called Dizzy on my Spectrum", Bob replied, in his usual jolly manner. "There's nothing I like better than balancing a ripe banana on top of the screen while playing Dizzy."
VIC: "That sounds like a good name for a song, don't you think? Put some twiddly music in the background and it would be a hit."
BOB: "Aye, it would that. Do you know the cheat mode for the game, Vic?"
VIC: "Try picking up the piece of bacon on that troll's table, Bob. It's slightly rippled with a crispy underside."
BOB: "Oh, thanks, Vic!"



EGGCELLENT!

Every Dizzy sequel up till now has been exactly the same technically; only the stories and locations have changed. Big Red Software have gone for the jackpot with *Spellbound*. There are lots of new animation frames for Dizzy as he eats, swims, falls and holds his breath. To make the locations a little more interesting, the programmers have used attractive effects such as rain, bees and a runaway mine cart!

With 105 screens, *Spellbound Dizzy* is bigger than both *Dizzy 3* and 4 put together! The puzzles are a little harder than the last game: it took me ages to work out how to get the mine cart going, but things never got so frustrating I wanted to switch off.

Being a hardcore Dizzy fan myself, I absolutely love Spellbound, and the whole pack, for that matter. At £10.99, you're getting amazing value for money. Mega-cartoon adventure action all the way! ● 92%



● In a freak career move, Corky signs a deal to appear in Dizzy — Prince Of The Yolk Folk.

Rating

One of the best cartoon adventure packs ever to be released on the Spectrum.

PRESENTATION	91%
GRAPHICS	90%
SOUND	86%
PLAYABILITY	92%
ADDICTIVITY	91%
Overall	**93%**



Philleas Fogg's Balloon Battles

Zeppelin Games ● £3.99

Philleas Fogg is a strange little game. It seems this wise man (complete with handlebar moustache) was on one of his trips around the world when he volunteered for a dangerous and daring mission.

Set in the war fields of 1871, Fogg controls his special hydrogen balloon complete with High Pressure Thrust (oo-er) and splatters the enemy with the bombs he's carrying. Moving around the landscape is bleedin' hard work, as the wind blows you wherever it feels like and floating too low over enemies may result in the balloon being popped and the gas igniting — BOOM!!!

You take off by dropping sandbags over the side of the basket to make the balloon lighter. The more sandbags or bombs dropped the easier the balloon is to control. There are four levels of altitude and getting the correct one for your area is a must. The troopers roaming around blast you at level two, cannons get you at level three, hills are tough to cross and mountains can't be passed at all.

Towns, rocks, lakes and shacks are also dotted around the levels and all affect the balloon. There's also the odd friendly shack, identified by a flag, and landing near one of these will increase your hydrogen, bomb and sandbag levels.

Balloon Battles is extremely annoying at first. You have to read the instructions over and over before you reaslise what you're supposed to be doing! Once you've got the hang of the game it's quite fun, though. Zeppelin have always been one for the more obscure titles and this is one of them — great fun to play. ● NICK



● With a name like Philleas Fogg wouldn't you go around the world to escape the ridicule of your mates!

Rating

Not an immediately playable game but lots of fun when you understand it.

PRESENTATION	67%
GRAPHICS	70%
SOUND	60%
PLAYABILITY	80%
ADDICTIVITY	81%
Overall	**76%**

Smash TV

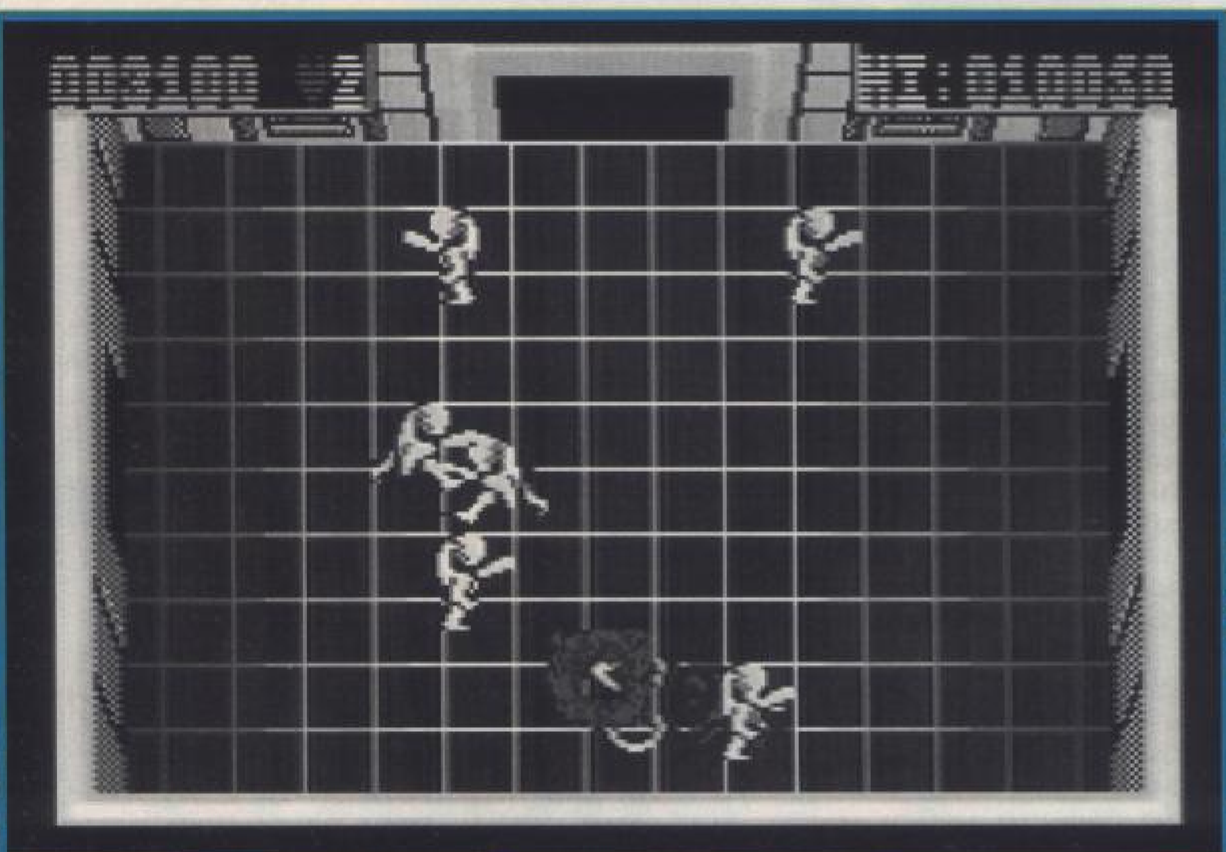
Ocean ● £10.99 (cassette only)



It's 1999 and the nation's favourite gameshow is the *Running Man-style Smash TV*, a violent blend of the movie Rollerball and The Price Is Right. Basically, screw this game up and you're dead meat (but that's got to be preferable to a Paul Daniels show!). With glittery suit and rotating bow tie firmly in place, MARK CASWELL becomes the MC for an evening's carnage. *IT'S SHOWTIME!*

People sure have weird tastes in the year 1999, getting their kicks by watching the most popular gameshow on TV — the sensational and ultra-violent *Smash TV*. Based on the highly successful Williams coin-op, you play a contestant who risks life and limb in three nightmarish game zones. Armed with a low-powered gun, you enter the hazardous world of the TV studio, and so the fight of your life begins.

Smash TV starts in an empty studio with exits at the four main points of the compass. Empty, that is, until the savage denizens of the game appear and try to shorten your life expectancy by a good few years. They burst out any of the four exits and, in true Robotron style, stick the boot in (very hard). They include psychopathic droids, baseball bat-wielding maniacs, tanks, rolling balls (no comment) and white tadpoles (supposedly poisonous snakes).



● Choor! Bob Monkeyhouse never looked so good did he? (I thought he looked quite smart in the $64,000 doller question – Ed)



● Take your pick of the prizes on the Generation Game of the future. Oh by the way, if you fail you will end up splattered around the studio.

I'LL BUY THAT FOR A DOLLAR!

As you battle through the maze of single-screen studio sets, there are plenty of bonuses to pick up, which divide into two types: weapons and prizes. Weapons include grenades, rocket launchers, spinning shurikens and mace balls, and believe me, they're vital to survival on later levels. Prizes are cash and gold, or luxury items such as cars, holidays, washing machines and so on (cuddly toy?).

But collecting objects isn't the main point of the game; you're there to kick arse (pardon my French) and get out in one piece (two at the most).

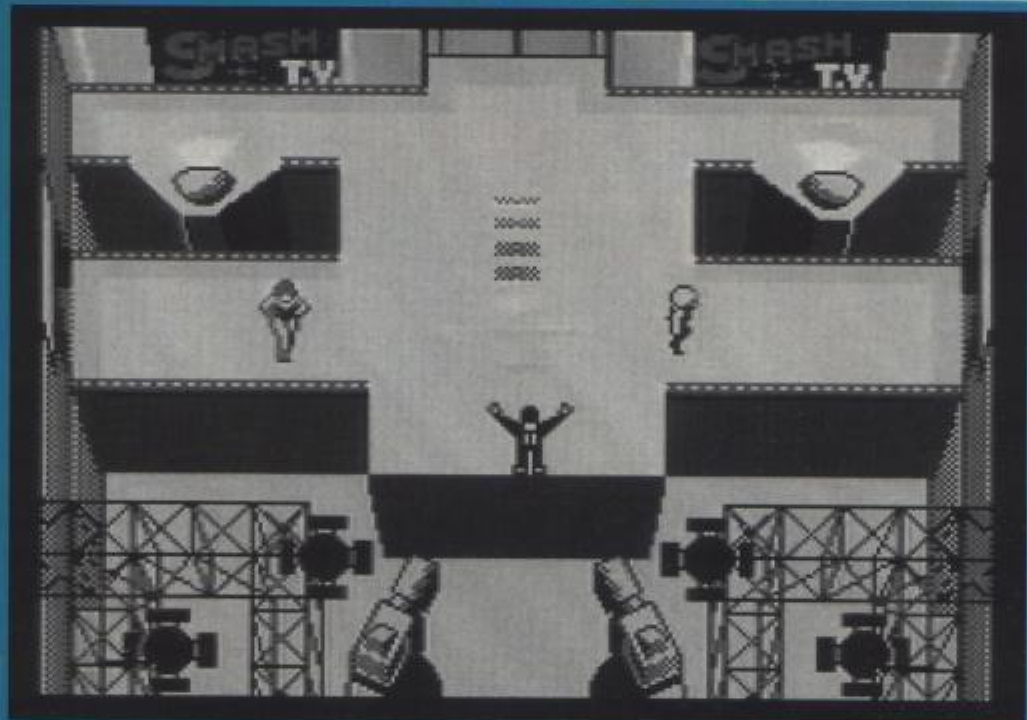
Of course, hits to your frail body mount up, and getting whacked over the bonce once too often means you'll be playing your little golden

What's all this gameshow malarky, then?

Probe Software are the guys responsible for the Speccy version of *Smash TV*, or more precisely, two programmer types named Dave Perry and Nick Bruty. Between them they've programmed many of the games you've undoubtedly purchased over the past few years. These include *Savage, Dan Dare III, Extreme* and *Teenage Mutant Hero Turtles* (plus loadsa stuff for other computers).

The Spectrum version of *Smash TV* is a very close conversion of the Williams arcade coin-op, (Williams are themselves very prolific with *Defender, Narc, Joust* and *Trog* in their arcade repertoire). Of course, due to the memory limitations of the Spectrum (the old story), a lot of the coin-op's features had to be left out. But Messrs Bruty and Perry have managed amazingly well.

The good news for 48K owners is that *Smash TV* works on their computer (hurrah!!). *Smash TV* is THE gameshow of the '90s, and fun for all the family.



● Take The Running Man and add lots of cheap prizes and a failed comedian as a presenter and what have you got? Mark Caswell's fantasy!

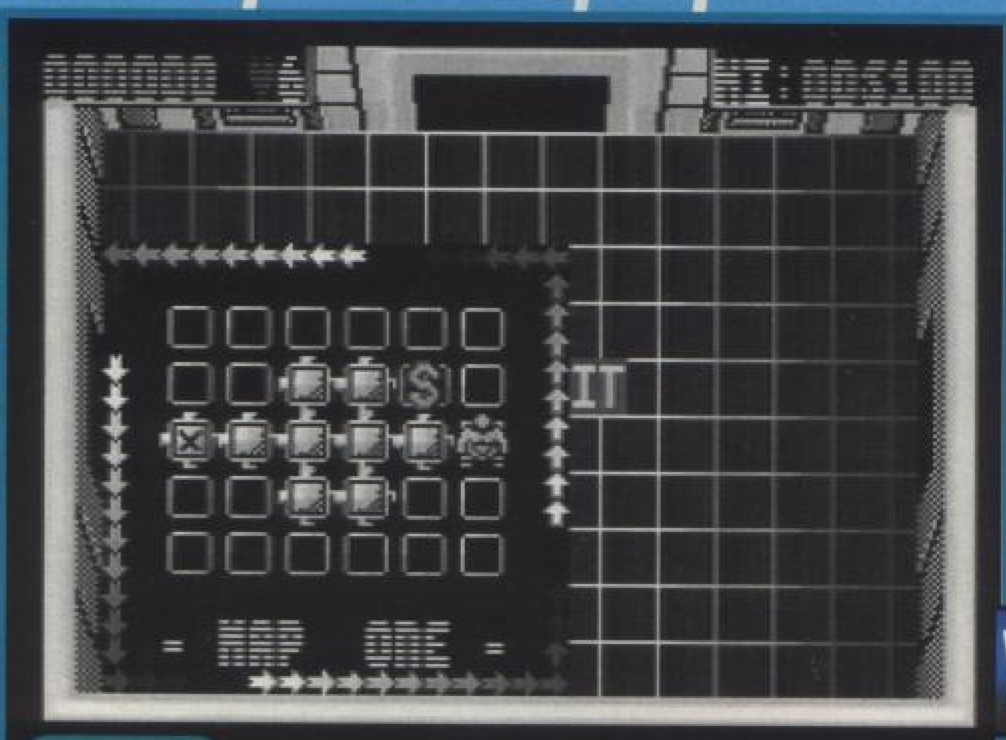
harp before you can say 'Leslie Crowther'. But thankfully there are energy top-ups available (in the shape of hearts) — watch out for them.

WHO'S THAT FAT BA-

If, by any chance, you survive to the end of a level you can't afford to relax 'cos you then have to face a big guardian. On level one, it's a skinhead with tractor wheels welded where his legs should be. You may laugh at him now but he's one mean dude. However, a few choice blasts of the old rocket launcher should turn him into a neat little scrap heap.

your cash and prizes are totted up and added to your score, then it's on to level two, whose denizens would make Hannibal 'The Cannibal' Lecter look like a boy scout.

And finally, to round *Smash TV* off, you have to face the gameshow host himself (brown trouser time, methinks). He's huge, mean and the only thing that stands between you and continued good health. Personally, I'd prefer to be a contestant on *The Generation Game* — at least Bruce Forsyth doesn't brandish a huge gun (he leaves the strong-arm stuff to the bint with the short skirts).



● Things are looking tough, it looks like it could be time to get your maps out for the lads and find out where you are.

LIFE IS THE NAME OF THE GAME

The arcade version of *Smash TV* is among my all-time top five awesome games. When someone (I forget who) told me Ocean were converting this to the Speccy, I thought 'no way', but it seems I have to eat my words, (watch that diet, Corky — Ed).

Probe had a hand in the programming of this product, which just oozes quality. The sprites are little short of amazing. They're bold, colourful and they don't half shift! On my first few games I had a tough time keeping track of the enemy forces as they sped around the screen. But despite early feelings of frustration, the darn game is so playable you *have* to come back for just one more go.

The arcade version is very violent, sporting several types of gory death for intrepid heroes. Sadly, these have been cut from the computer version (Corky, you're a sicko! —Ed), but death is still only just around the corner for the foolhardy player.

As far as I'm concerned, *Smash TV* is one of the best games to have appeared this year, and so it deserves one of the highest marks that I've ever awarded a game. Well done, Ocean.

● 96%

NICK

If you have any Amiga-owning buddies who think the Spectrum belongs in a museum along with the counting frame and Betamax video recorder, sit them in front of your machine and load up a copy of Ocean's Smash TV. It'll have them crying into their £30-a-throw software collection, wishing they hadn't wasted their money on upgrading. *Smash TV* is quite simply the best game I've ever seen on the Spectrum, and the perfect answer for those who think the Speccy is dying. Two short years ago, I didn't think it possible to use so much colour with so little clash. For my money, the sheer speed and playability of *Smash TV* makes it the best game yet. Ocean have a real winner on their hands. ● 97%



Rating

Fast, frantic and, above all, violent. Smash TV is simply a must-buy.

PRESENTATION	91%
GRAPHICS	90%
SOUND	85%
PLAYABILITY	95%
ADDICTIVITY	93%

Overall 97%

Hudson Hawk

Ocean ● £10.99 cassette

Despite the panning the movie received at the cinema, Ocean have pixilated the antics of Bruce 'Die Hard' Willis to produce Hudson Hawk , the computer game. MARK CASWELL dons a raincoat and adopts a silly French accent to investigate a recent spate of burglaries...

A CRASH Smash

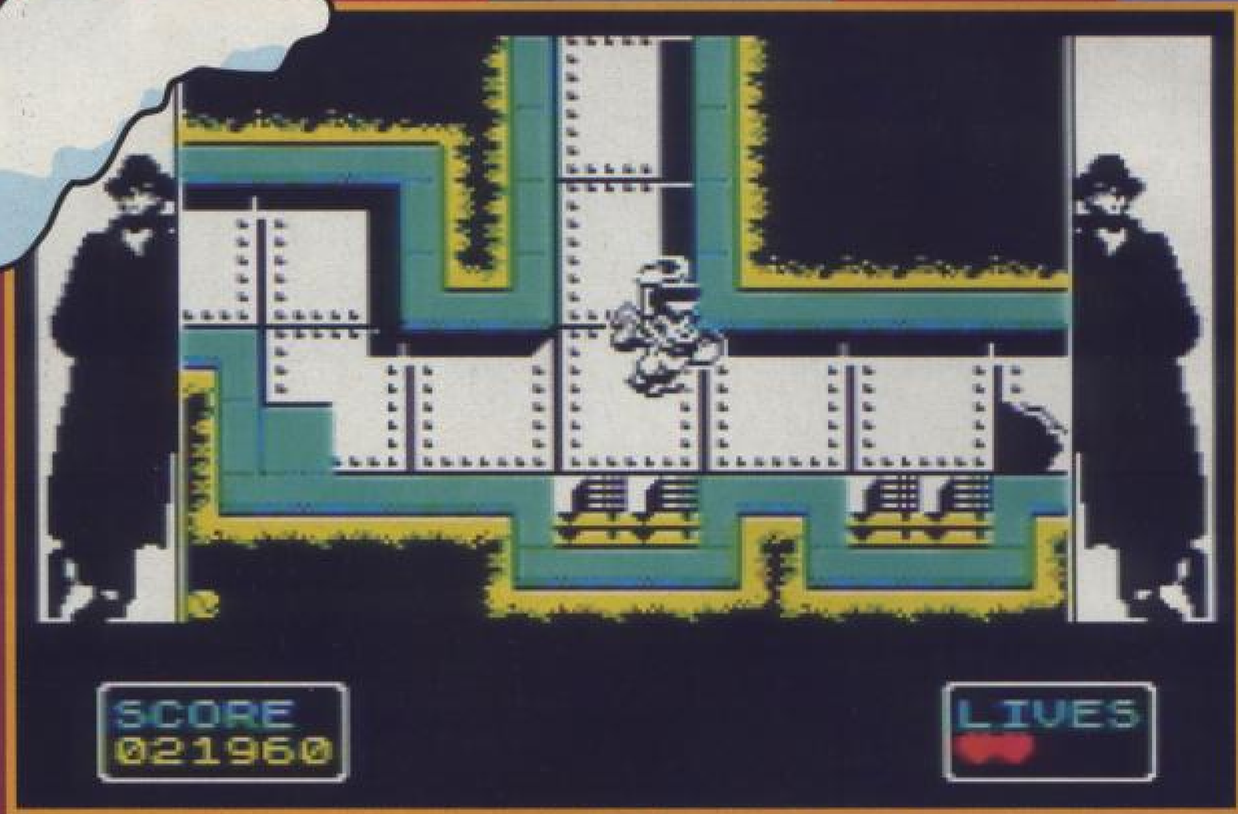
Our hero's a cat burglar, who after a stretch in the slammer is determined to go straight. But a gang of crooks have different ideas. They've kidnapped The Hawk's best pal and unless he half-inches three very valuable Da Vinci artefacts for them, Hudson's friend is going to be very brown bread. He reluctantly agrees to help, but soon finds there's more to the situation than meets the eye.

The criminals are secretly working on a scheme called 'The Alchemy Project' — a machine that produces gold. But they need the three artefacts to complete it, and once they've got it running, they plan to rule the world through economic leverage. It's up to you as Hudson Hawk to steal the artefacts, but to use them as a bargaining point to secure your friend's release.

There are three levels to the game (three levels, three artefacts — simple, eh?). The first sends you to Rutherford's Auction House to retrieve Leonardo Da Vinci's horse sculpture — the 'Sforza' (excuse me while I push my teeth back into place).

The Hawk starts the game on the roof of the building adjoining the auction house. His first task is to perform a little rooftop hopping before entering the building via an open window. But life isn't that simple because as a tea leaf Hudson isn't at all welcome.

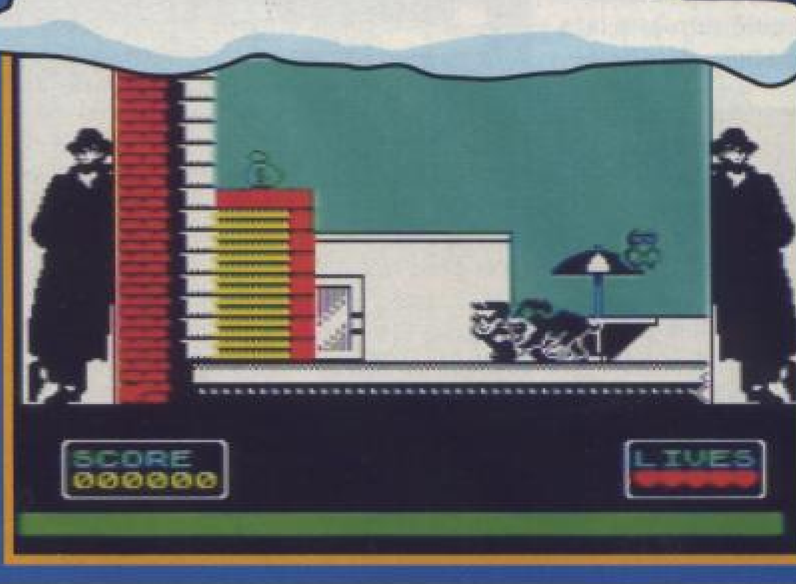
At the bottom of the screen is a large green bar (you can't miss it), which is your energy indicator. Contact with the guard dogs, security guards, various automated security devices and birds that crap on you knock this down.



● **Hudson Hawk on his way to cat burglar heaven. He's had enough of stealing moggies. But at least he's going to heaven! It could have been the other way!**

BAT 'ER UP!

But you're not defenceless, you've got a supply of baseballs to lob at attackers (replacements can be found scattered around). If all else fails, you can punch your assailant's lights out. Once inside the building, Hudson finds himself on a staircase with five floors below him (numbered 11-7), a door leading

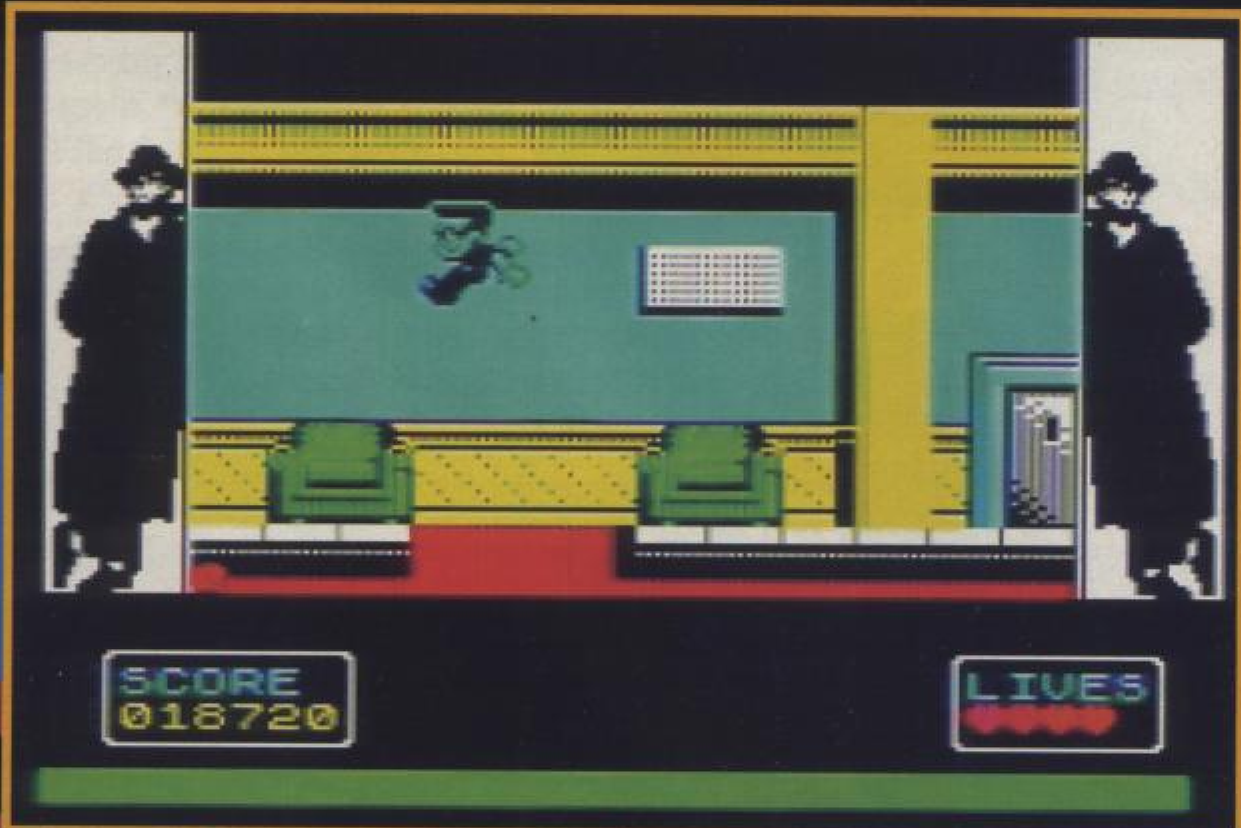


● **Being viciously attacked by a Rotweiller inthe opening scenes!**

LUCY

The Hudson Hawk film got a right royal slating by the critics but this game features some of the best sprite animation I've ever seen. The first time that rottweiler grabbed me by the pants and threw me off the roof I nearly died laughing! The gameplay is exciting and original, and while not being instantly addictive, it certainly grows on you. One gripe comes to mind, though. The sprite masking is occasionally a little wonky — Bruce Willis can hang onto the edge of a platform by his toenails, making the game look a little dated in places. Ocean have certainly latched onto a sense of the ridiculous in this tongue-in-cheek game — I mean, fancy throwing tennis balls at pigeons who deplete your energy by crapping on you — very silly! All in all, though, Hudson Hawk is a challenging game that oozes character. A worthy CRASH Smash that will keep you occupied for ages.

● 90%



● Didn't your mum ever tell you not to bounce on the seats? What rotten behaviour. No wonder he grew up into a little tea leaf!

into each. Your aim's to reach the safe on the seventh floor, but you have to explore the other rooms (in order) first.

Each level is split into several parts and in level one you search rooms, dodge security alarms/guards/laser guns and even crawl through air vents (very Die Hardish). With luck, you can then snaffle the Sforza and it's on to level two, where the wanted object is the 'Codex', Mr Da Vinci's personal sketchbook. This is on show in the halls of the Vatican, so along with the usual security measures you have to face some very unfriendly nuns (the mind boggles —Ed).

If you manage to escape from Jean-Paul's residence you still have to find the third and final object, safely housed in Leonardo Da Vinci's castle. The 'Mirrored Crystal' is the only thing capable of destroying the Gold Machine, and thus putting an end to the Alchemy Project. Of course, there are plenty of ruffians out to duff you over, but the life of your friend and the fate of the world rests in your hands.

IT'S A FAIR COP, GUV

Even if the movie version is a turkey, it certainly doesn't reflect on the game, which is an arcade puzzle fan's dream come true. The first section throws several brain teasers at you, including how to cross from one rooftop to the other and how to enter a high window.

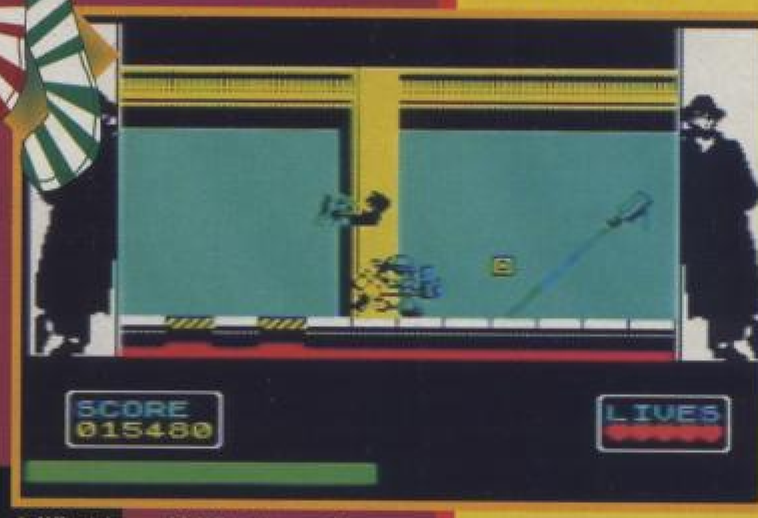
Although every problem has its solution, some take some finding. One of your biggest headaches is sneaking past the security beams in the walls and the pressure pads set in the floor.

For the first few attempts, Hudson Hawks pretty hair-tearing: many times I flung the joystick down, muttering '@$*£#¢* game!'!

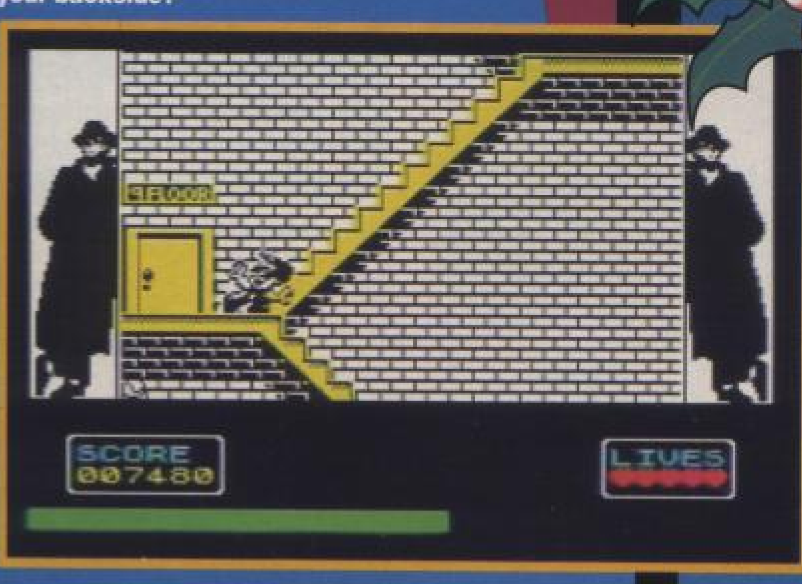
Graphically, Hudson Hawk's outstanding. The game was programmed by Special FX's James Bagley, the man who brought Batman — The Caped Crusader and Midnight Resistance to your screens. Hudson's a beefy little chap who, with his Vanilla Ice hairstyle and hoopie shades, is a most excellent dude. The sprites for the main part are monochrome, with a bit of colour splashed around the backgrounds. The rottweilers that appear throughout the game made me chortle the most — they look just like theSpitting Image puppets!

Go out and buy Hudson Hawk, now! And no half-inching it from the shop!

● 93%



● What have I? What have I? What have I done to deserve this?



● Hey Bruno, why don't you use the lift rather than your backside?

10 WAYS TO RECOGNISE A CAT BURGLAR

● 1 They all wear silly stripey shirts, flat caps and masks that only cover their eyes.
● 2 They carry huge sacks with SWAG stencilled on them.
● 3 If you see a suspicious character carrying a domestic feline, that's your man.
● 4 They have silly names like 'Fingers', 'Sid' and 'Nobby'.
● 5 They run around a lot, usually with a policeman right behind them.
● 6 They constantly lose their door keys, that's why you see them climbing up drainpipes in the middle of the night.
● 7 They nick anything that isn't bolted down.
● 8 If they see a policeman, they can't help saying things like "It's a fair cop, guv" or "You'll never take me alive, copper!"
● 9 If they want to know the time, they never ask a policeman.
● 10 They never watch Police 5 or Crimewatch UK.

Rating

Hudson Hawk is an arcade puzzler's dream. Ocean have produced yet another winner.

PRESENTATION	90%
GRAPHICS	92%
SOUND	85%
PLAYABILITY	89%
ADDICTIVITY	90%

Overall 92%

Hexagonia

Revelation ● £9.99, Sam Coupé disk

When news of a great new Czechoslovakian game broke we thought about sending NICK ROBERTS off abroad for a week to check it out... We thought about it, then decided it would be cheaper to send it in the post! (Spoil sports —Nick)



Atom City! This is one utterly frustrating but highly addictive game from a great Czechoslovakian programming team. The idea is similar to that of 16-bit games like Atomino and Atomix but is by no means a mere copy — this is a great game in its own right.



● Hexagonia! The home-made headache pill simulator! Courtesy of Nurofen!



● You too can make your own molecules and create another lifeform from Swansea! Is it Alan Miles?



● There's something going on in Atomic City. Some are dancing and some are sitting pretty but none of them are as messed up as Mark Caswell's genetic make-up!

You've got to form a molecule from the atoms you're given. To do this, use the pointer to move any atom left, right, up and down until it reaches another atom or a wall. Once all the atoms are in the correct order you go to the next screen.

There are various types of wall in the game and when an atom hits one they give a different effect. Some gradually crumble away each time they're hit, some bounce the atom back where it came from and there are even invisible ones on later levels to make things extra complicated.

MUDDLED MOLECULES

Because an atom won't stop unless something's in its path, it's very difficult to get the molecules together at first. Completing the early levels is usually a matter of muddling through until you get it right. Luckily, you don't have to memorise how the molecule goes together — there's an info option that brings up the finished look at the touch of a button.

Hexagonia would be too frustrating if you had to work your way through each level every time you wanted to play, so the programmers included a password option that will instantly take you to one of the 50 levels. They get harder and harder the more you play; I'd hate to see what level 50 is like — I'm stuck on level three!

FRUSTRATING FUN

This is the type of game that will have you totally frustrated and puzzled from time to time, but when you've cracked a screen you'll feel you've accomplished a great task. The only commercial puzzle games to appear on the SAM before were the Mind Games series which had some great ideas but weren't presented very well. Hexagonia knocks them for six with some toe-tapping music, sound effects and attractive presentation. If you fancy a game that you won't be able to complete in a hurry, this is it!

● 86%



MARK

My first words upon playing Hexagonia are unprintable, suffice to say they were very colourful. This game is hair-tearing personified (or computerised). Luckily for short-tempered people, the first few levels are easy-peasy, but for later on I'd don a straightjacket because a nervous breakdown is just around the corner. Graphically, it's bright and colourful, but then one doesn't expect anything less from the SAM Coupé. I particularly like the toe-tapping tune that warbles away on the title screen. There aren't a great many games on the SAM so far (*Hexagonia*, is a definite step in the right direction. (Okay, Nick, you can take that gun away from my head now.) ● 88%



Rating

Another excellent SAM Coupé release. How about a few from the larger software houses?

PRESENTATION	80%
GRAPHICS	83%
SOUND	85%
PLAYABILITY	84%
ADDICTIVITY	88%
Overall	**86%**

Turtles 2 – The Coin Op

Imageworks • £11.99 cassette, £15.99 disk

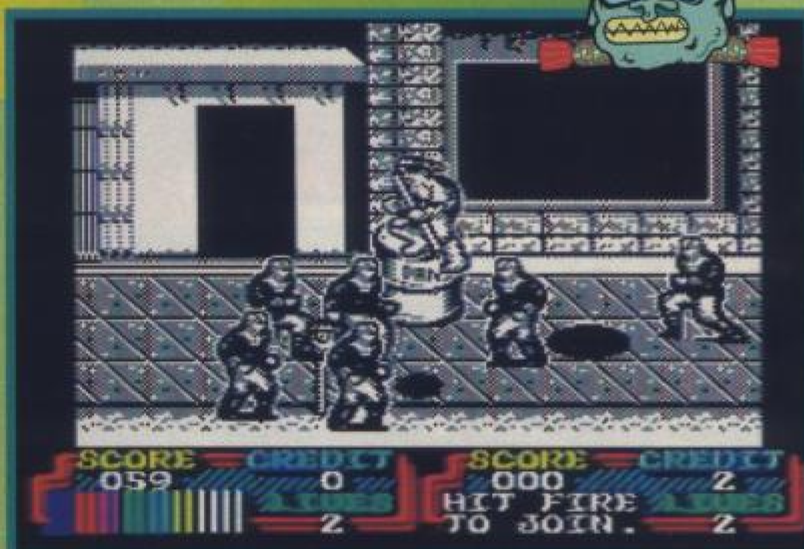
Could anybody forget the indelible um... wait a minute, it'll come to me... Ah yes, Turtles! Just in case you have, there's a shiny new computer game featuring the fab foursome, a conversion of the coin-op which battled its way into the arcades a while back. MARK CASWELL shouts 'Cowabunga dudes!' as he becomes an honorary turtle for the day...



Yes, the most excellent ninja heroes are back yet again to save the beautiful April O'Neil and Master Splinter from the clutches of despicable Shredder and his Foot Clan. There are ten levels in the game and one or two human players can compete, selecting one of the four lovable amphibious reptiles.

Set in The Big Apple, the game kicks off in a flaming corridor. Not the best place to be, especially with hooded Foot thugs attacking from all sides. Each turtle carries his own weapon — bo stick, katana sword, nunchukus and sai — and has his own strengths and weaknesses. Each player has an energy bar that drops alarmingly as they're bashed by a thug or obstacle. Lives are limited, so wallop first and ask questions later.

The fire's still raging on level two (call Blue Watch, someone!), and



• The ever popular Turtles being mobbed by adoring fans. Just like Nick at Ludlow school!



• Looks like April and Donatello are having bacon pizza for tea! Lucky blighters!

with the attacking Foot Clan members is Rock Steady (Shredder's right-hand creature). Level three leaves the burning building behind (thank goodness) and hits the streets of New York (although it retaliates with a roundhouse kick). Here the Foot Clan are better armed — especially the ones who leap out of manholes and whang the lids at you (bags of ouch!).

MOST AWESOME!

Bee Bop (another Shredder thug) makes an appearance, and good news for the amphibious dudes — there's pizza power-up up for grabs. You'll need them for your clashes with the Foot in the sewers and underground car parks — and especially until the final showdown with Shredder (yikes!).

Turtles 2 — The Coin-op is a darn sight better than it's predecessor. The main problem with the first game is its simplicity: Nicko completed it on his first attempt. Here the thugs give you a good thrashing; I doubt anyone will complete this on their first attempt.



• The fab four are here for you to choose from. Mine's Donatello pleeeze!

The sprites are monochrome, unlike the original, which was very colourful, but they're wonderfully drawn and animated, especially the Turtles themselves, who walk along with a definite swagger, kicking, punching and giving the bad guys a taste of cold steel.

Probe have given us some great games in the past and *Turtles 2* is yet another winner, every bit as good as its arcade parent. All those who enjoy a birrov rip, mangle and maim should look no further than this.

• 91%

NICK

I thought these Turtles had disappeared; they no longer appear constantly on kids' TV and those horrible slippers have disappeared from the local shops (they look lovely on you, Nick —Ed). The first game was graphically excellent. The only trouble was I completed it first go! This game is a little harder but the graphic quality has been dropped, with monochrome throughout. The sprites and backgrounds are well drawn and animated, with plenty going on in every section of the game. The coin-op was a lavish affair, with controls for four players and a mega screen. Of course, some things have to be sacrificed to squeeze the game into a home computer — you're only allowed two players but all the playability of the arcade machine is intact.Turtles 2 — The Coin Op is a faithful conversion of a great beat-'em-up arcade game. Check it out now... dudes.



• 83%

Rating

Gone are the colourful graphics, but at least it's tougher to beat. Definitely worth shelling out for!

PRESENTATION	84%
GRAPHICS	88%
SOUND	82%
PLAYABILITY	87%
ADDICTIVITY	84%
Overall	87%

NEXT MONTH



More super spying capers with the black and white spies!

SPY VS SPY 3 – ARTIC ANTICS

It's crazy action all the way as you play devilish tricks on your enemies. This is the second sequel (or treacle) to the addictive *Spy Vs Spy* and that's 'snow' joke! Explore the locations and find three special items, then launch an intergalactic rocket to win the game.

WILD NEW YEAR PARTY ISSUE!

Not forgetting...

- POKEMANIA — After taking a holiday this month (the lazy blighter) Graham 'TURBO' Mason is back with more POKEs and cheats for all the latest Speccy releases. There should also be a great new look if it happens in time!
- In the magazine we've got a brand new technical section to answer all the questions you always wanted to ask about the Spectrum. Whether you want to know how to make your own joystick, how to plug your headphones into the computer or how to run Sega Megadrive games on a ZX81 this is the place to find the info. Start sending your letters now!
- Plus Playing Tips, Happenings, Previews and lashings and lashings of reviews on all the latest games to arrive on your Spectrum.

Boing, boing, here comes...

BOUNCES!

Attach yourself to the wall with a piece of elastic and throw balls at your mate! Yes, and it's all perfectly legal with next month's Powertape! This classic Spectrum game comes to life once more.



Don't be a fool, check out the new CRASH on sale 27 December (that's right, the day after Boxing Day) or rush around to page 41 and subscribe now!

CRASH ZX SPECTRUM

And chips twice, please!

Which is the best and brightest Spectrum mag to stock on your shelves? CRASH of course! Being a computer game mad type and knowing what I like I wish you, kind newsagent, to...

- ❑ Put a copy of this excellent magazine through my letter box.
- ❑ Save a copy for me before they're all whisked off the shelves.

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